SEPTEMBER '86

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A T'ZER SPECIAL

IT'S ALL IN THE



WRIST ACTION

Alien zappin', road racin', pill pac-in', marble manoeuvrin', yie arin', bike ridin' all arcade action.

PROGS



COVER GAME

SCOOP!



SCREEN SHOTS

GAMES

CARTOON

COMPOS

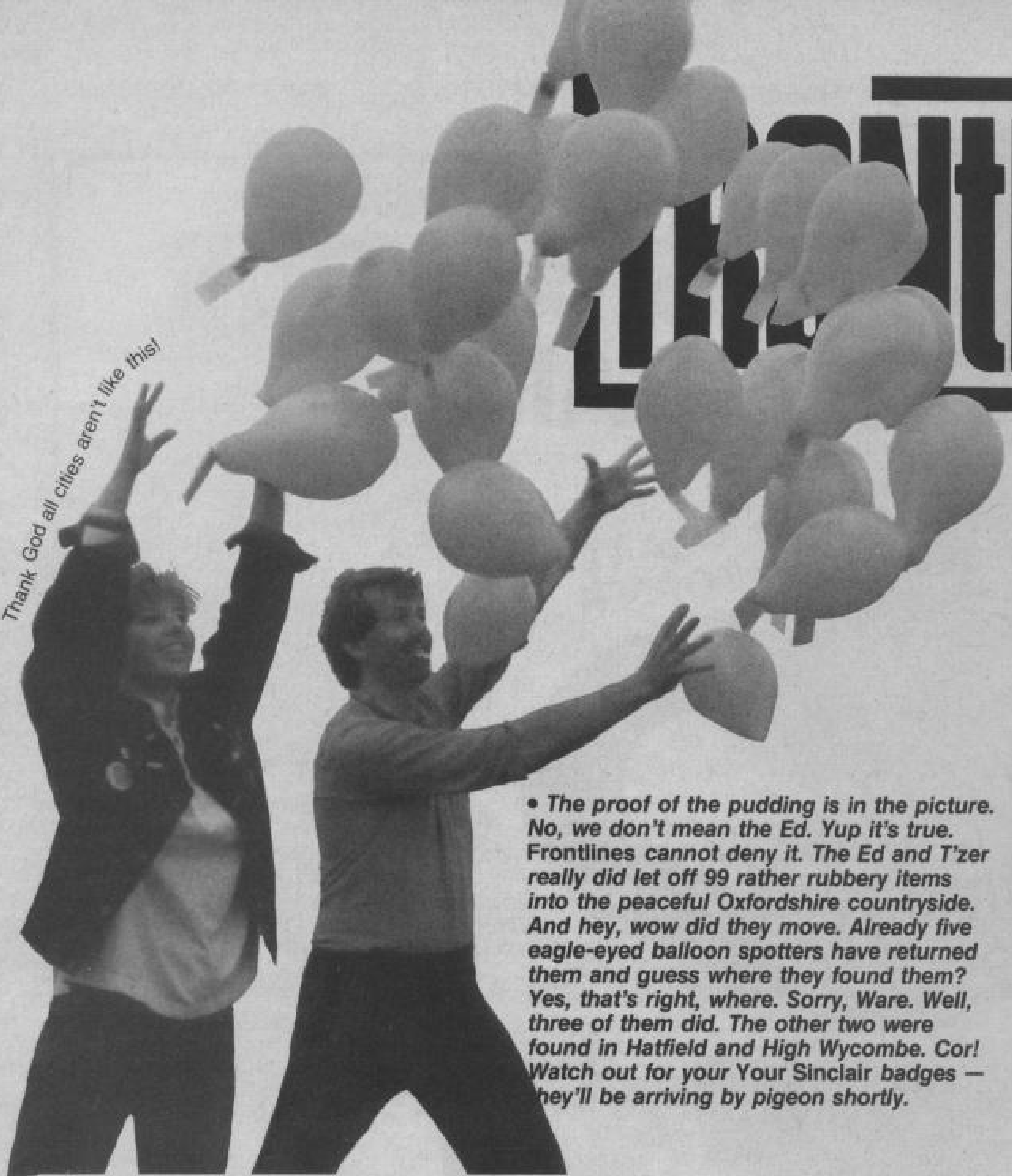


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FRONTLINES



• The proof of the pudding is in the picture. No, we don't mean the Ed. Yup it's true. Frontlines cannot deny it. The Ed and T'zer really did let off 99 rather rubbery items into the peaceful Oxfordshire countryside. And hey, wow did they move. Already five eagle-eyed balloon spotters have returned them and guess where they found them? Yes, that's right, where. Sorry, Ware. Well, three of them did. The other two were found in Hatfield and High Wycombe. Cor! Watch out for your Your Sinclair badges — they'll be arriving by pigeon shortly.



Aren't *YS* readers clever? Have a butchers at this 'ere *Your Sinclair* back issues ad, written in machine code by Mark Livingston (I presume) of Ayrshire. Even better, it's on this month's Digi T'ape. Impressive huh?

"Hey, Phil"

YS BUBBLE GUM CARDS



Cut out and keep — you don't even have to eat any of that scummy bubble gum.

USELESS FACTS — no.1 in a series of 10

Did you know the reason why belly button fluff is always blue? Well, because that particular recess in your belly is so small and sweaty and humid, a gaggle of microbes form in all its little crevices...Ugh! And if that isn't vile enough, the reason why the fluff that collects is always blue, is that the microbes generate ammonia which bleaches the fluff!!! Yucky poo! Not many people know that!

KERRANG



(Krang!) Vis is da modem world...(krang! Paul Weller impressions). The above dark, slim, and sleek looking piece of hi-tech modemry is the new WS4000 from Miracle Technology. It's a fully intelligent, speed buffered thingy with all the bells and whistles, and works on the humble Speccy via a Data Spectrum RS232 interface/software. Pretty innit?

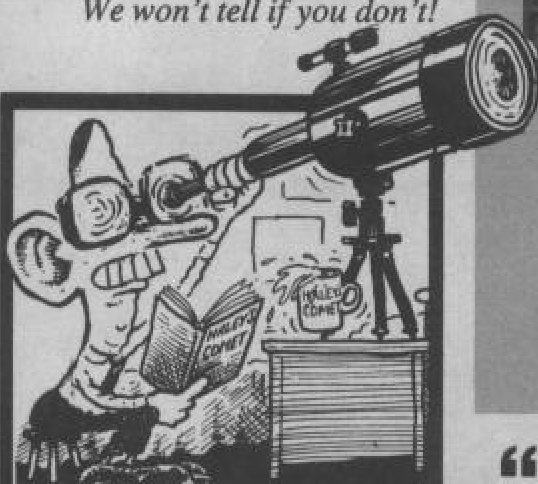
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• If you're having trouble getting those little loo rolls for your ZX or Alphacom printer, stop worrying. You can get'em from Microsnips, 37 Seaview Road, Wallasey, Merseyside, L45 4QM. Give Paul a ring on 051-630-3013.

Ho ho ho ha ho ha ha ha ha ha ho ho ho hee hee hee hee ho ho ho ha ha ha ha ho hee hee hee hee... (deep breath) Oh, dear me. Which rival mag was seen in its last issue to be taking our Generation 4/Arcade Dream *April fool very very seriously?*

We won't tell if you don't!





(Dan-dan-daaaaan. Heroic Music.) Tujad is the ultimate computer. There is nothing he cannot do. His power stretches out into space beyond man. And he has malfunctioned. Gen 19 was made by Tujad. He is the ultimate combat droid. He alone can repair Tujad. If he can get past the auto-defenses he can save all Space. If you buy *Tujad*, out now from Ariolasoft, so can you...

Data Design Systems just dropped Frontlines a note (C sharp?) about its Astrocade Collection. Having first waxed lyrical about our positive review (breathe, polish) in the July ish, they then proceeded to say that you can now buy the big budget collection direct from them at a mere £1.99 plus 40p p&p! If you fancy this offer, pen directly to DDS, 49 Beaumont Road, Halesowen, West Midlands, and Stewart Green, who wrote the games, will personally rush you the whole batch, no questions asked.

"Phil"

Wow. This has got to be the best looking, sexiest and all round well-crucial (get down) hip, hip, hip! joystick of the month. It's basically the same old Spectravideo Quickshot II we know and love, but in new Turbo drag. The cost? Why a piddling £13.95, of course. Give me five, cool dude...





And over to David Attenborough, in the jungles of Sweevo's World...

"... and here I am... up to my knees... in... urgh... it's all squidgy whatever it is... and I can see... not far away... from where we are actually standing... an actual example... of an... actual arcade game character. He is a male, judging by his... T-shirt and shorts... and he is actually waving at me with his... actual hand. Wait a moment... he's actually trying to... actually speak to us. Let us get ... a little closer..."

"Hi. I'm Sweevo and I was made out of plasticine by YS mega-mapper, Mischa Welsh. And that's my plasticine house you're kneeling in... actually!"

Free Modems

Cor, where's the *Frontlines* chequebook? Buy a full year's subscription to Micronet 800 and Prestel for £66 and get a VTX 5000 Modem... FREE! (*What I want to know is who gave Frontlines a chequebook? Bankruptcy here we come. Ed*)

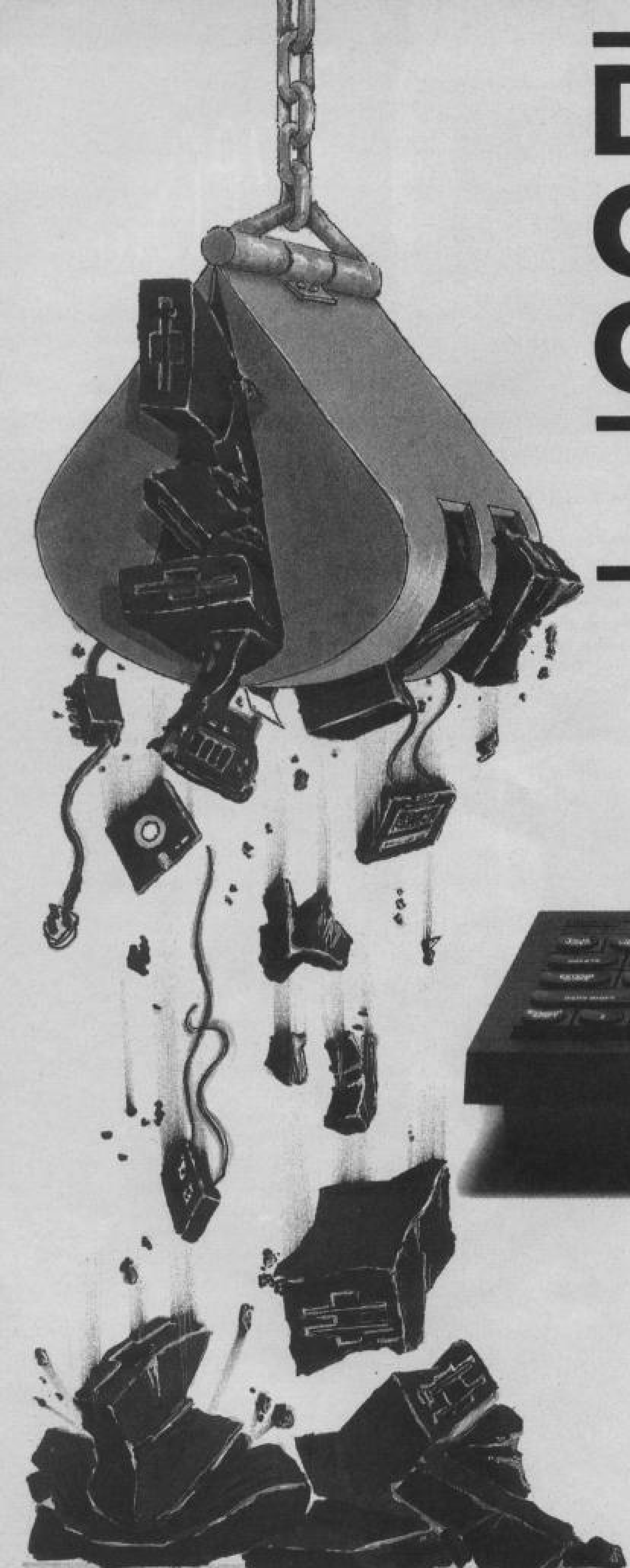
T'zers...

Hi de hi! Bet you can't guess where I am. I'm on me hols in a really up-market town on the South Coast of... well, Britain actually. But it's a very nice place... called, um... Bognor Regis. Anyway I can really recommend the exclusive club I'm staying in — it's lurvely. Well, okay it's Butlins but on the money I earn what d'you expect!

While I'm here relaxing in the rain I might as well tell you what's happenin' in the exciting world of the Spectrum. If you remember last month, though I don't see why you should 'cos I don't, you'll know that Alligata is bringing out a few new games. Well, I can now tell you what they are. Hooray! First there's **Vandal**, an arcade game about the youth of today. If you fancy something a little more intellectual there's **Cyrus II Chess** which is an improved version of the original **Cyrus Chess.** Both games should be out next month.

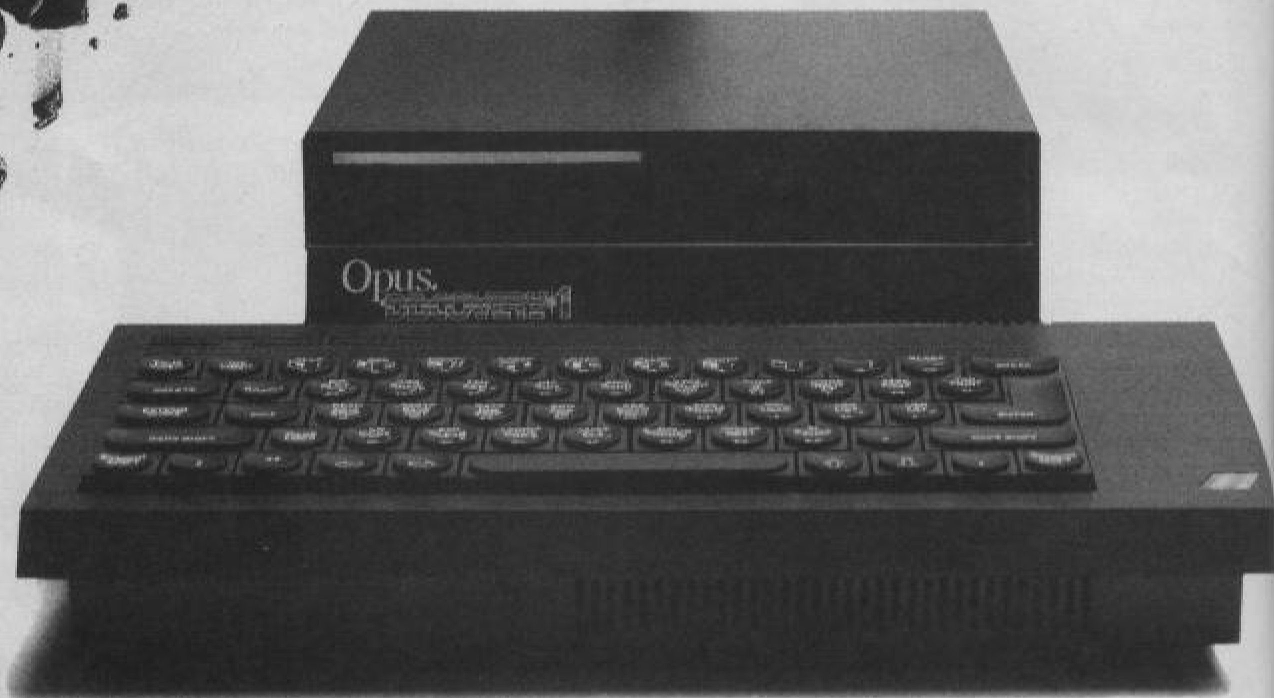
Oooh the sun's come out so I'm off to the pool. "Bing Bong! Hello campers." Phew what a scorcher! I'm boiling and this inflatable rubber hippo I'm floating on doesn't help much. Talking of heat, Beyond is bringing out **Dante's Inferno** sometime in the future. It's an animated adventure that's based on Dante's classic poem. But even better I've found out what Beyond's mega huge Christmas title is. I'll give you a clue... beam me up Scotty. Yes that's right, it's Scottish Cup Carnival. Only joshing, it's **Star Trek** and it'll be based around the new film **Star Trek IV** called The Search For An Original Story-line due to hit the big screen in April.

I really fancy a cornetto... a ha, (well-known Norwegian pop group!) I spy a man dressed in bright red trousers, a red and white shirt and an extremely garish red tie. He must be an Italian ice-cream seller. Oops he's actually the camp comedian but less said about that the better. I say, I say, I say. Did you 'ear the one about the man who paid £4,000 for a pair of Spock's pointy bits — yes his ears, and all because it's Star Trek's 20th anniversary.



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Another peek into the crystal ball at all the soon-to-be-mega games in YOUR future.

FUTURE SHOCKS

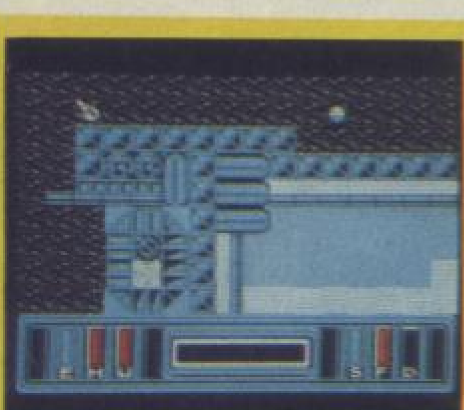


You may not believe this, but this brilliant game isn't a preview of some new release from Ocean, Ultimate or Elite. Nope, it's not even available in the shops. In fact you can't get it anywhere... well, to be perfectly honest you don't need to get it, *'cos you have it in your hands!* Yup, it's free with this issue! *Bubble Trouble* is the biggest and best game ever ever printed in *Program Power*. Check out the listing in yonder pulpy pull-out type pages in the centre, and see fer yourself. Unbelievabubble!



Which of us wouldn't like to put a rocket under the Houses of Parliament? Well, now's your chance. All you have to do is fail in your mission as an undercover agent in Hewson's new game, *City Slicker*. That's right, fail. Well, it's going to be tough finding the bomb that arch villain, Abru Cadabra has placed under the H of P, so what the heck, you might as well do us all a favour. According to Andrew Hewson, the game develops the platformat of *Technician Ted* and if it repeats the success of that game that came from the same programming team, it should really go down a bomb. Look out for the shock waves in a shop near you on September 23rd.

CITY SLICKER



XARQ

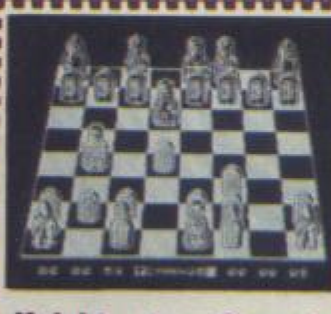
Look! Look! *Frontlines* said look! It's a peeky preview of Electric Dreams' new arcade game, *Xarq*. Your mission is to break through a steel and silicon fortress that's surrounded by defences and self-repairing systems and destroy the central power generator. Sounds daunting! Especially since Electric Dreams reckons you'll only last 30 seconds without a joystick. Still, you're equipped with a Nik Nik (what?) hi-speed hydraboat armed with guided missiles, depth charges, a forward firing laser and an up'n'under mortar unit. Phew! Need we say more except look out for the review next ish.

What a Dragon!



After a couple of Vesta vindaloos, there's nothing a dastardly dragon likes better than breathing down someone's neck. Specially if that someone is a beautiful princess called Daphne. Not surprising in the circumstances that dashing Dirk the Daring is getting all hot under the collar about it and resolves to save the fair maiden.

Dirk's daring dash was documented in Dragon's Lair, the first interactive video game in the arcades. (Good word that interactive — means that you get to play the computer. Bit of a swizz if you didn't, mind!) Now Software Projects has swopped its Willy for a Dirk and brought the game to the Speccy. But squeezing a four megabyte game with graphics by a former W Disney illustrator into 48K's a bit of a tall order. So, Software Projects has chosen eight scenes from the original and turned them into a tricky arcade game. Looks like a flamin' good game!



Knight to Queen's Bishop four. No, we're not talking about Randy Andy's and Fergie the Lurgie's wedding. We're talking *Psi Chess*, a 3D chess game from Softek and it sounds pur-eety good to us. Two different chess sets — you can choose between Isle Of Lewis and a wooden set — and the ability to view the board at different angles makes it really feel like you're there in your front room playing the game when really you're there in your front room playing the game on your Speccy. S'amazing. Take a look for yourself. Check mate!





2.99 Classics

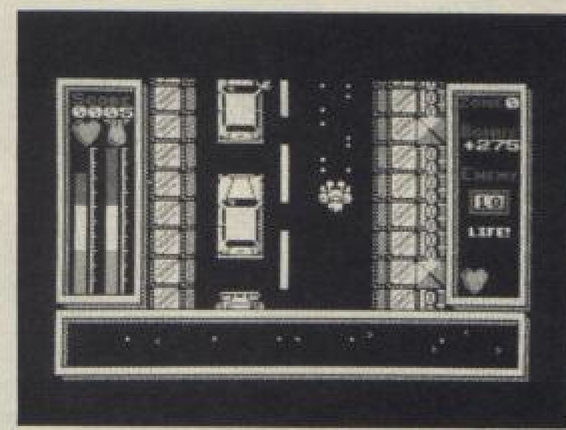
You know how you could never afford all the fabby games that the rich kid down the road was always bragging about? Didn't you just feel so small? Well, soon you'll be able to buy all the brill games you always wanted, and very cheap too. Elite is forming a new label called 2.99 Classics so look out for Realtime's original *3D Starstrike* and *3D Tank Duel*, CDS's *Pool*, CP Software's *Superchess*, Durrell's brilliant *Scuba Dive*, and Micromega's ace arcade adventure *Jasper*.

FRONTLINES



Would you believe it. (*Not if it's in Frontlines, no! Ed*). Just a couple of months after Sir Clive parted with his locks, stocks and barrels, (*He parted with his locks long before that. Ed*) he's all set to bring out another computer. Okay,so it's a business one... and it's the Pandora portable no longer Speccy-compatible... and Amstrad said it didn't want it anyway... but even so it'll be very interesting to watch the *Which Computer* Show early next year when the launch is scheduled. P'raps Sir Clive's making it in his front room?

STAINLESS STEEL



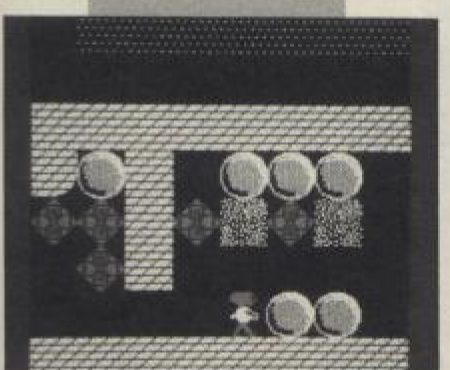
Meet Ricky Steel. Ricky, a futuristic teenage crimefighter with a yen for guns and fast, heavily armoured cars (well, haven't we all?) has a mission to save the world. He races across the desert, through rivers and along roads, seeking out alien bad guys to perforate with his weaponry.

Although the game looks like a sort of Spy Hunter clone, it's only a preview copy, so to get a real flavour of the finished game you'll have to wait for the spectacular review next month.

P.S. Psst! If you're going to the PCW Show, you'll be able to meet the real Ricky Steel in person! I wonder if he'll give us a spin in his car?

"Oi Phil"

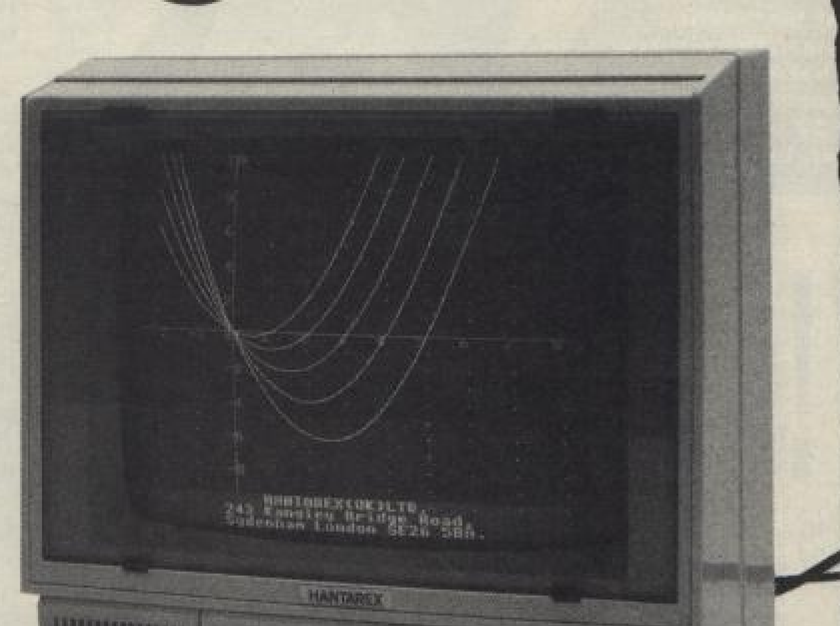
AVAILABLE ON DIGITAPE



Yes indeedy, it's all on Digi'T'ape this month. Not only do you get complete versions of *Defusion* and the mega-mega *Bubble Trouble*, but you also get a special game, not printed in the mag (cos it's too blimmin' long) called *Riptoff*. In this splendid machine code arcade you get: 1 fifteen screen *Repton/ Boulderdash* 'rip-off' plus absolutely fuh-ree a berilliant *Riptoff* Screen Editor, so you can make your own screens and passwords. Wow! Now that's what *Frontlines* calls vfm!



Ugh! Me Tarzan, you small plastic Umgawa with long pointy bit and um red buttons. You new from Cheetah, and the great god he say it look like high quality for low price of £14.95. Tarzan think he buy one today. You got change for three coconuts? Ah- ee-aa -ee-aaaa-ee-aa- ee-aaaaaah!



'Ere, have you got a spare 200 quid? You have? Well you could do a lot worse than buy this new economy priced Hantarex 14" colour monitor for £199.50. You can't afford that? Well, alright John, how about the Hantarex Black'n'White 12" model for a measly £79.50? Done. You're a discerning person, squire.

Wacky or what? On the subject of comedians I hear Andrew "Not only do I look like Jimmy Somerville, don't know a thing about computers and work for a squidgy bit in the brain but I can't drive either" Wright has already written off the Thalamus company car. He was apparently driving through Manchester when suddenly, in his own words, "This Spitfire appeared from nowhere and swooped down into my path going daka daka daka daka causing me to swerve uncontrollably." Tell us another one. If you want a really interesting fact, US Gold is doing all the distribution for Thalamus.

Doing! Hey it's the dinner gong — I wonder what culinary delights are on the menu today. Black pudding and mushy peas — my fave. Chomp, chomp... slurp. Excuse the mastication noises as I tell you the rest of the hot gossip. **Shaolins's Road,** the hit arcade game, is being programmed by The Edge. Look out for it on Konami's new software label... crunch...chomp...

Durell is going completely crazy over new releases for Christmas. It's got no less than eight new titles. So here goes for a quick run-down. I'll just switch on the tape-recorder and play it to you while I play Bingo. Legs eleven... September sees the launch of two arcade games called **Thanatos** and **Chain Reaction**... two fat ladies... **Thanatos** is Greek for death and that's just what you'll be dealing out as you play a dragon. You must fly through the underworld wreaking havoc in order to slay Eros, the life giver. Clickety, click... **Chain Reaction** takes place in a nuclear power station where numerous radioactive rods have been scattered about. With your trusty Jet-pac and untested Radioactive suit you must clear the building and defuse the bomb... shake the bag Albert... Then there's **Saboteur II** ... all the fours droopy drawers... Also keep your eyes peeled for **The Vikings, The Big 4, Killer Dos, Sigma Seven** and **Deep Strike...** Full house!

Wow I won the bingo... that's a whole 50 pee more spending money... maybe I'll enter the glamorous grannies competition. But first I'm off for a donkey ride... Gargoo-oooiles... help..I mean Gar-

SPOT THE NIPPER!


1


2


3


4


5


6

Yuk! *Frontlines* really hates babies! And (gulp) the worst thing is... they're us! All the *YS* folk in baby costumes. (Holy Gremlin Graphics and *Frontlines* Team-up, Batman!) All the yuccy pink flesh you know and love. But what's the point? Well, Spot The Nipper and you could win one of 10 copies of Gremlin Graphics' *YS* megagame, *Jack The Nipper*. Just match the name of the adult and very very serious *YS* teamster with his or her baby picture (groo!). F'rinstance, if you reckon Baby 1 is T'zer then put a 1 in the box next to T'zer's name. Simple innit?

Ed ☐
T'zer ☐
Phil ☐
Sara ☐
Caroline ☐
Art Ed ☐

Name ....
Address ....
....
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....................**Postcode** ....

Send your winning (pull the other) entry to: Well I Like Babies Actually You Nasty Frontlines But I'll Enter Your Spot The Nipper Compo Anyway Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

The Curse Of The Mushroom People

Global Software £7.95



Squelching along in the wake of *The Attack Of The Killer Tomatoes* comes the inevitable vegetabular sequel.This second Golden Turkey Award Game is a stomach churning romp in the South China Seas, with a bunch of Yo-ho Pirates heading for their demise on a strange island. Waiting for them is a slavering hoard of man-eating fungi. That's right, mushrooms! The pirates have to re-build their ship before they get turned into mushies in a creamy sauce and become just another one of 57 varieties. Yeuch. *Frontlines* will never be mean to a pizza again.



Psst! Cop a look at this. This is a sneak preview of the computer you've all been waiting for. And it's sneak 'cos we sneakily pinched the pic from *Computer Trade Weekly* where it was printed first. Despite Amstrad's protestations of ignorance, the Spectrum+2, as this new baby is dubbed, is to be launched (God bless all who sail in her) at the PCW Show. But before you get all worked up about this new Spectrum perhaps you should know that it's really a touched up 128K with a keyboard and tape deck. And if you're getting all huffy that it's just another Amstrad — well, remember it's still a Speccy under it's skin. And you'll never buy another data recorder. Phew!

Chocks Away!

I say chaps, what's all this bally palaver? Who? Iain Wood you say? From Croxley Green, Herts? What's he doing with my kite? Looks as if it's had a prang to me. It's a Sopwith Camel, you say. Yes, I know that. He won it in Mirrorsoft's *Biggles* Compo, eh? Damn fine show. It'd better be back together soonish, though, I see bandits at 3 o'clock, what?

"What"



DODGY!

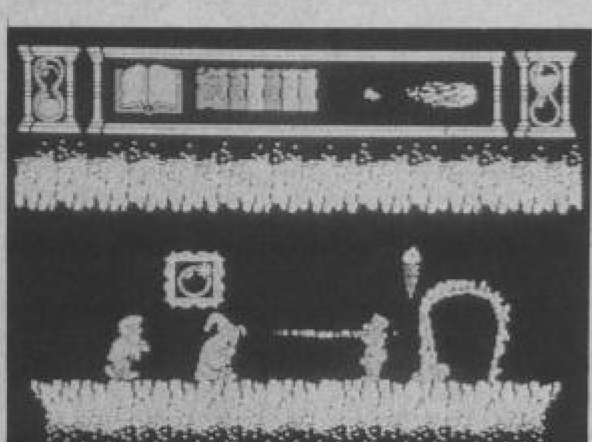
'Ere guv, d'ya wanna learn something to yer advantage? Gi's der ackers and I'll tell yer. Melbourne House, like, is doin' this right shifty game called Dodgy Geezers. S'about this bloke who's done his porridge an' left chokey an' now 'e's trying to get back to 'is criminal lifestyle. Know what I mean, 'arry?

FRONTLINES

(Drrrrriiinng!)
Hello, Frontlines speaking
Hello there Frontlines, or can I call you Front?
By all means. Who are you?
This is Modem House here, and we've just built a new modem interface and software and we thought you ought to know about it!
Uh huh.
Oh yes, and it's got Auto-Dial, Auto-Answer, Auto-Logon, 26-frame rotating carousel, eight macros, frame editor, screen dumps, Telesoftware, bulletin board access, full electronic mail support, x-modem, x-on/x-off, windowing, memory buffer of minimum 32K, Voyager compatibility and any baud rate up to 4800!
Wow, sounds great, but this has to be for the IBM PC, or...
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Ooo, well, you're talking £150-250...
Try £39.95 for the VTX 711 and £79.95 for the Voyager 7.
Ooo. (Faint thud!)
Hello? You still there? Oh well...
(Brrrrrrrrrrrrrrrr.)



• This new and shiny thingy is called the NL-10 dot matrix printer. At £239 (+£39 for the module of your choice) this could be the only printer you'll ever need. It has Near Letter Quality (NLQ) mode, graphics, all the controls on the front panel (no dippy DIP switches) and a major leap forward in interface technology (quick burst of *Thus Spake Zarathustra*), the 'modular interface'.



Quick! You've got 30 seconds to have a butchers at Odin's brand new arcade adventure, *Heartland* before this page completely self destructs.

DESERT ISLAND DISKS

With Gwyn and Rachael now inseperable, we asked for a joint choice of their eight favourite games — plus we only pay them each half as much. Well, the big affair was almost off as they battled it out but in the end they reached a decision.

Thrusta
Software Projects
Gwyn: An original and highly addictive squash 'em up from way-back-when. If the idea of dropping a boulder on a baby alien amuses, you'll love this.
Rachael: ...plus the name reminds me of Gwyn.

Scrabble
Psion
Rachael: Ancient, a board game, available for a quid from Microfairs ...
Gwyn: ... but still probably the best ever Spectrum program. Marvel as it comes up with words you've never heard of...
Rachael: ...then challenges 'Cat'.

Think
Ariolasoft
Gwyn: Another great brainy game. A board game you'll never get bored with, and which could never be played in cardboard. I play it all night.
Rachael: I hate this game. He plays it all night.

Fairlight
The Edge
Gwyn: This is the nearest thing I know to roaming another land with its spacious open plan castle and its cute little hero...
Rachael: ... who reminds me of you, dearest, Agreed though — it's a classic!

Elite
Firebird
Rachael: Is this supposed to be favourite games? This is a way of life. Hated it until I got my docking computer. Now I'm well on my way to ruling the galaxy.
Gwyn: It appeals to her megalomania.

Split Personalities
Domark
Rachael: My game of the year. A totally original concept...
Gwyn: ... or a totally unoriginal concept used originally...

Quazatron
Hewson
Rachael: Though I loved Steve Turner's *Avalon* I'd rather 'ave this one. *Marble Madness* landscape with the added attraction of grappling. Great action and strategy.
Gwyn: Rachael's always been one for a grapple.

Frankie Goes To Hollywood
Ocean
Rachael: A pretentious load of hype... which is what makes it so good. Matches their style exactly. Full of sound and fury, signifying ... nothing.
Gwyn: Weren't they a pop group, once?
One final question about which there was no disagreement. One luxury item of absolutely no practical value?
Gwyn: Rachael.
Rachael: Gwyn.

Editors Note: *One of their choices, Three Weeks In Paradise (Mikro-Gen), was rejected in case it contained practical tips on escaping from a desert island. After all, we don't want them back here!*

"Your trousers are on fire."

goyle's new arcade label is to be titled... oooh... **Faster Than Light** — I bet it isn't as fast as this bloomin' donkey...arrrh, sorry I didn't mean it. The first two releases appearing on the new label will be **Shockwave Rider** and **Light Force**...wahay, I nearly fell off then. **LF** is a space combat game that features triple speed scroll to make it even more like the arcades. **Shockwave Rider** includes a new animation technique called Lasermation which produces vivid detailed high speed images... I've had enough of... splat... oomph!... that little ass just threw me off, onto my...
...oh to be a Redcoat. I just lurve men in uniforms. Talking of Redcoats, Ariolasoft is bringing out **Camelot Warriors** later this autumn — it's an arcade adventure and should be groovy. Ariolasoft will also be releasing **Tujad** and its new strategy game, **Deactivators.**

Wheee! Aren't fairs fun? I'm just going to have a quick go on the Switchback. Diddly dum... diddly dum... whirr.. Sparklers is bringing out... whizz.. **Danger Mouse Making Whoopsies**, sorry **Whoopee**... spin... spin.. arggh... and its also releasing... whee... **Time Wreck** and... yeehah! **Stage Coach**. Bleeurgh. I'm a sucker for punishment. I'm off to play on the dodgems...

Crash... Vortex is producing **Revolution**.. bang... US Gold has a new game on the cards called **Infiltrator**... Thud... take that you cad... Addictive is launching two new games this autumn — **Headcoach** which is an American football strategy game and... bump... oooo-wah.... a block busting strategy game called **President** in which you play the president — I'd never have guessed

Well, my holiday has nearly finished and not a moment too soon, but before I go I've got a couple of interesting snippets of news to tell you. Gremlin, in the wake of **Jack The Nipper**, is to release **Footballer of The Year**, and **Avenger — The Way Of The Tiger II**. Sounds grrrrrreat!

That's it for this month, I'm just about to get the coach back home, thank God. In the dying words of George V.... Bogger Bugner! (*Er, shouldn't that be the other way round? Ed*).
Teresa Maughan

LETTERS

EVERY ONE A WINNER!

WRITE TO: *YOUR SINCLAIR*, 14 RATHBONE PLACE, LONDON W1P 1DE

A fabulous bundle of software for the star letter ☆ All letters win a YS *Badge*

JUMBLY SALE

After three years of sleepless nights please help me. Please ask anybody or everybody what are the other nine titles for *Jumbly*? I'm going around the bend with no hopes of coming back. *(Byeeee! Ed).*

Robert Martin
Gillingham, Kent

PS I have Trains, Nursery, Vertigo, Tunnel, Flight, Jumbly, Plans, Window and Verse.
PPS I don't expect or wish for prizes, acclaim or gifts, just peace of mind and sleep!

Still, I think you should get some sort of award for perseverence. I ask you, Jumbly! In fact, I had to ask everyone, Jumbly? In the end the collective memory dragged up the game — we found it under a bit of old solder, a copy of The Complete Spectrum ROM Disassembly *and a smelly sock tucked away in Troubleshootin' Pete's cerebellum (well, he doesn't have much call to go in there too often!) — but even he couldn't remember the first thing about it. And anyway, after three years of non-stop playing you're probably the world's leading authority on* Jumbly. *But just in case, can anyone else have a good clear-out of the cortex and come up with the missing titles?* **Ed**

HULL'S ANGEL

Just thought I'd drop you a line and tell you wot I think of 'ver' mag. As you can tell by my appalling spelling, I's a student. I'd settle down in a comfy chair with tea and biccies though if I were you, because it's a rather long line. *(S'okay, the red pen's at the ready! Ed).*

Firstly, I'd like to wish T'zer a happy birthday for 27 June. Sorry I sent no jelly, ice-cream or card. (I am a student you know!)

Also while we're on the subject of T'zer will you please stop 'having a go' at her Ed *(Who me? Ed)*. Yes you, don't look so surprised. If you by any miracle of a chance publish this letter un-edited could you print at the end Miss T'zer's likes in music. Or should that be Ms? *(No, no it's Mis, as in Mis Take! Ed. Will you stop 'having a go'. And as for my taste in music... We unfortunately haven't got the space to go into it! Ed.)*

Well I suppose I'd better get down to the moans and there are a few. Firstly, I most strongly object to Rachael's inference that Hull is an industrial town. Look I know Hull isn't exactly the metropolis of England but it certainly ain't a fish market, or a factory town either. (We're not all thick north of Watford you know). Secondly, there are two sections of the mag which are too short. I refer, of course, to ZZKJ's and Ian Hoare's bits. *Hacking Away* should be three pages minimum and Ian's two min. Lastly, I wish you'd get rid of the pull-out proggy bit. On the whole it's boring. I don't know anyone who buys your mag who types 'em in, and I know loads of people. Well, more than three anyway.

This letter is copyright Spike and may not be edited by the Ed, or pratted about with by Troubleshootin' Pete or Art Ed. This letter may however, be tampered or edited by anyone but the above mentioned. *(Oooh, that's better. I've just had a good tamper with your bits and it's done me the world of good. T'zer.)*

Spike alias Dave Shortman
Hull, E. Yorks

This letter is released on behalf of the Kingston-upon-Hull tourist board. Holiday in Hull, the quiet seaside resort on the east coast, enjoy a cream tea on the village green, swim in the crystal clear waters of the secluded coves, ah, the sun, the sea, the sand, the cesspits... Ah Hell!* **Ed**

**This is an All Hull Breaks Loose Production.*

DEAR TERESA

What can I say apart from that without you the mag would be another cheapo rag like another Spectrum mag on the market at the moment. (Its title is what you get if you plug your Speccy into the 240 volt supply!) How about having a go at the Ed to give you a lot bigger spot for your devoted fans to read. Out of the Spectrum owners I know we held a poll to see who we thought was the most classy young lady currently seen, read or listened to and here are the results.

Teresa Maughan	**1st**
Leslie Ash and Tracy-Louise Ward	**Joint 2nd**
Anne Diamond	**3rd**

Keep smiling and don't let the fascists get you down!!

Hackman, Orson, BJ, Foxy, Kenny, Bad Boys and Porky!!!!!!
L.C.S. Lowestoft, Sussex

Well what can I say... **T'zer**
That doesn't usually stop you from saying something — at great length! **Ed**

FOXED HER

Who's a clever boy then matey...

Well, I've done it boys (no, I don't mean that I've taken out a ten year subscription for this most wonderful, stupendous, magnificent magazine, although I would but it's the money you know.) They gave the impression that it couldn't be done, but when the going gets tough...

Last night, I loaded into my computer for the first time, and with somewhat shaky anticipation, Sammy Fox for an honest game of snap. I can assure you that my intentions were completely honourable but after a while she started to take off her clothes (drool).

Now tell me my friend, I am but a humble mortal so how could I tell a lady to stop disrobing in front of my pork pies. *(Methinks you've got yer Minders in a muddle! Mince pies is yer eyes, Arfur, pork pies is what you keep telling me! Ed).*

There is only one problem, though I can't play it again (Play it again, Sam — geddit); after getting her in her birthday suit my Speccy suffered a melt down...

LCpl M Palmer
Tunis Barracks, BFPO 22

Now tell me what I could do — okay, I'm not that humble a mortal but how could I tell a Lance Corporal to stop writing me another letter about Sam Fox. This is honestly, absolutely and without a shadder of a doubt the last one. Wah-ay! **Ed**

OUT BACK

Greetings from Sunny Queensland.

Let me tell you of the unfortunate and yet unavoidable problem I have regarding my Spectrum and this great land I live in. You see, I am a devoted Speccy fanatic trapped in a society of Commodore (wash my mouth out) 64 users. For example, a

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



Starry starry Swedish night. This month's Doodlebug comes from across the water from James Olofsson of Karlskoga, Sweden.


DYNAMITE DAN II
The Hero Returns!
Find and destroy Blitzen's secret record-pressing plant, hidden deep in the 8-island complex of Arcanum. 200 screens of crafty sprites, foot-tapping, music, and totally addictive gameplay!
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LETTERS

typical computer-oriented conversation would proceed as follows:

Friend: Which computer do you own?
Me: (proudly) I've got a Spectrum!
Friend: A wot? (rough British translation: Who he?)

As a result, and much to my disappointment, my software collection exists of a measly ten games, a couple of utilities, *Tasword II* (yawn) and dozens of uncompleted listings from *YS* (which either I couldn't get to work or were so full of hex data that I kept falling asleep while trying to type them in). Oh, one thing I did manage to get running was *Samsynth*, Whoopy doo for that!

It's not that I don't like parting with my cash for software but rather that I can't. As far as I know I am the only person this side of the black stump with a Spectrum. (I know there are a lot of Spectrum owners in Australia but I don't happen to know any of them — and I'm not joking either) and consequently the only major distributor of Speccy software is in Melbourne. This wouldn't be such a problem if they sold any decent software at a decent price. Do you know how much they want for *Art Studio*? You don't? Then I'll tell you — FIFTY LOUSY BUCKS!!! and that's only for the cassette version! You can imagine how happy I was when I saw your offer of £5 off *The Art Studio* in *YS3*.

The other problem with software over here is that you can't get any of it. Some of the top ten software doesn't even make it over here. By the way I'd love to get a copy of *YS MegaBasic* because ZX Basic is for wimps (and I don't mean Windows, Icons, Mice and Pull-down menus either!). I figure if I can't buy a copy I could always crawl immensely on the off-chance that a spare copy lying around the office might accidently fall into a package with my name and address on the front only to be accidently sealed up and sent off in the mail — after all, accidents do happen! Actually I've been looking for a language that's procedural and can do totally amaaazing things just like *MegaBasic*. Just my luck I can't buy it. Or can I?

C J Gorle
North Rockhampton, Queensland

PS I don't particularly want a trainspotter award (coveted though they may be), they're not worth a Dingo's kidneys Down Under. I'm not even asking for this letter to be awarded a Star Letter.

Well, it is whether you like it or not. Actually, I reckon you're gonna like it 'cos I'm sending you this month's bundle of free software. Hang the expense, pass the book of stamps and get licking, slaves. But you're going to have to buy your own copy of MegaBasic. The good news is it's only going to cost you £7.95 plus £2 to cover postage payable by International Money Order, so you can't really complain. Can you? ***Ed***

GRAND DAME

As an ancient female I've been keeping quiet; I keep knocking the blades off my *Tomahawk* and I don't get far with my adventures as I have this awful urge to press red buttons and go through doors with 'Exterminator' on them; I don't know what all these POKEs and PEEKs do, and I can't dump a Hex — what's a Hex?

BUT, I don't dump my Speccy in the washing up or send it up the vacuum (Sucker, YS7). I've got a dust cover. And I did know what the little button was on the side (Lancashire Hot Shot). Told you I have this mania for buttons! Does he know about the little legs on the bottom?

Like the magazine (second childhood!). I might even retire for six months to type in one of the programs! Any more wrinklies and crumblies out there? Besides the Ed, of course!

Grandma Julie Singer
West Croydon

I dunno, older people these days — no respect for their youngers. Gallivanting about all day long and playing with these computer jobbies. What is the world coming to? I might even retire for six months to take a rest from all the insults! ***Ed*** *See you at the next YS disco Julie!* ***T'zer***

TAYLOR MADE

Why? That's what I want to know — why?

I mean, up till a couple of years ago, computer games were called something reasonable like *Space Invaders* or *Really Good Game* but now! Hah! What is there? Yes, of course, there's *Spin Dizzy* and *Attack Of The Mutant Hedgehog Pelts*!

Now, what do all the latter have in common, I hear you chortle?

Naturally, each of them is designed to make you look a right twerp when you're buying the stuff at your local computer shop!

Oh, the bliss!

What fun, as you sidle up to the counter, lean nonchalantly on its shiny formica top, pause dramatically, look the assistant in the eye and say, "Could I have *Yabba Dabba Doo* for the Spectrum?"

This could quite conceivably lead to your being dragged bodily from the offending shop screaming.

Even if you're left where you are you can still be pretty sure that the shop's gonna be packed with middle-aged hippies who'll all turn, brush the greasy hair from their faces and stare disdainfully as you ask for the appropriate game.

And the moral of this tale? *(I'm not having morals in the mag, whatever next! Ed).*

Steven Taylor
Cambridge

Dunno what you're whingeing about. You could come up with much worse titles just by jumbling together existing ones. I mean how about Frankie Goes Back To Sam Fox's Mutant Tomatoes? ***Ed*** *Useless! What about Way Of The Exploding Willy? Or Daley Thompson's Super Willy? Or Willy Pattern? Or The Incredible Shrinking ...* ***T'zer*** *Thank you, that's quite enough of that for one issue.* ***Ed***

ON THE RATES

Thank you for printing my letter on *that* comic strip and for your reasonable reply — although I don't agree with you. I don't think that the argument that 'it's okay because others do a lot worse' stands up to too close a scrutiny; also, my comment on fantasy/reality concerned the concepts implicit within the story and not the actual story itself — I should've explained myself more clearly. I would agree now that some of my adjectives could have been toned down somewhat but I was rather annoyed at the time.

Anyway, on to something else. I've been trying to sort out your review rating system, and I'm not doing too well. Looking at the July issue, for example, the points for games with a rating of 8 vary from 29 for *Rock'n'Wrestle* to 34 for *Countdown*. And yet there are others scoring only 33 which not only get a 9 overall but a megagame rating — *Kirel* and *Bounder*.

Also, ratings do not always seem consistent with the reviewer's comments. *Mantronix* has 'little variation' but gets a 7; *Legend Of The Amazon Women* is 'slightly more exciting than watching paint dry' but gets 8; *Hocus Focus* 'doesn't have enough content' and 'the main chal-

TRAINSPOTTER AWARD



PET HATE

You made a bit of a cock-up on the Spectrum fault finding chart in the July issue of *YS* didn't you? I bet you didn't take into account the odd wally who hasn't plugged it in, switched it on, put the telly lead in, can't load games (no cassette lead) or a real fault which I often get (as I like taking Spectrums to bits), the keyboard cable has come out of its horrible cheap little socket. Gawd knows how many other faults are not in this chart (the keyboard-out-of-socket one comes out as "There is nothing wrong with your Spectrum!" Aaargh!) but I bet there are a few irate Speccy owners somewhere who are sending all their machines to Mancomp/Video Vault/Joe's TV repairs because your chart said their beloved Speccies were all right when they weren't (according to them).

So, I've been talking to my pet goldfish and he says I deserve a trainspotter award; I reckon I should have one too.

I'm waiting.

David Preece
Maldon, Essex

Your goldfish can go and wash his mouth out for incitement to trainspot. One more glug out of him and he'll be battered to death — and then he'll have had his chips. Of course, you're right, we didn't ask if you'd plugged in your Spectrum and turned it on. We also failed to ask if it was really a Spectrum you had and not just the cat you were trying to program — easy mistake if there's a power cut and it's all gone dark — come to think of it, we forgot to ask if you'd checked for power cuts, freak thunderstorms, r's in the month, programming underwater, whether your Speccy was the right way up... ***Ed***

LETTERS

lenge is beating the monotony' but gets 9 (gremlins?).

And there were an awful lot of megagames that month. Eight! Of course, original games like *Heavy On The Magick* and *The Planets* must deserve it but do we have to encourage some of the others? Bounder is, no doubt, well programmed but it's just a cleverly disguised ladders and levels game. And who would have paid £16 for a version of *Highway Encounter* with twice as many screens because that's pretty much all that you end up with in total if you get *Alien Highway* as well!

Of course, you can't avoid some personal preference by reviewers for certain types of games, which must influence their ratings at times, and giving the names against each review helps readers to make allowances for this. But I think it would help if you could give an explanation of how the games are scored and how the overall rating is worked out. Also, who assigns the Megagame status? Is it the reviewer, an editorial collective or the Ed?

And do I get a prize for the most obscure trainspotter claim? (See if you can find it). And how come the Ed is still getting his parenthisised comments in the magazine when he's been kidnapped — who's the imposter? And why are *Your Sinclair* binders twice as thick as they need to be? Can these questions be answered? Can I end this letter without asking another question? Yes or no? No. (Sorry, yes — or is that no?) Whoops!

Jim Grimwood
London E16

And the answers are yes, no, maybe, only on Wednesdays, certainly not — you know it's illegal, yes, yes please, hmmm, a Tupperware dish and not on your nelly. Not necessarily in that order...

Oh, you wanted answers to your questions! Firstly, Hocus Focus was a cock-up — the nine was an upside-down six. Well, that's my story anyway... Otherwise it was a very good month — and while Bounder may not be as original as The Planets, if you're looking for a good arcade game then you'll be hard pushed to find better around at the moment. The main thing to remember about the ratings is that the overall score is not an average of the other marks (though it often comes out like that) but a separate score that sums up the reviewer's total impression. But in the end it all comes down to personal preference — not just the reviewers' but yours. That's why you were immediately attracted to Heavy On The Magick and The Planets and dismissive of Bounder. Someone else might leap at that and rate the other two as v. boring. We have to cater for all tastes (getchore ice creams 'ere) so we're looking for quality no matter what type of game. And what makes a megagame? Me. I look for the games that break the nine barrier and award them in a short and private ceremony. Well, I have to do something on the mag! ***Ed***

BEEP OFF

Firstly I would like to say your mag is great but I can't because everytime I lie my nose gets bigger. But I jest.

However, in your recent music special (YS7) you gave a variety of hints and tips about MIDI and computer MIDI interfaces. Knowing a little about music (busking outside Woolworths) I would like to point out a few minor details. There are many excellent MIDI drum machines that are considerably cheaper than the Casio RZ1, such as the Roland TR505 and Yamaha RX21 which are both MIDI and are both under £250. Secondly, I would like to point out that a synth with MIDI capabilities can be purchased for less than £250 if you're willing to shop around. Take a look at a music mag like *Melody Maker* or *Sounds*.

So, if you thought where am I going to get £600 for a keyboard and drum machine, this may give you a little more hope.

Martin Collier
Newport, Gwent

Well we did try, honest. But you're right, and it's always a good idea to have a look at second-hand equipment. ***Ed.*** *After all, that's how the Ed got his brain.* ***T'zer.***

VORSPRUNG DURCH TECHNIK

What about this? Are you having compatibility problems? Do many of your old 48K games not run on your new 128K Speccy? Try this. If you have an Interface III (maybe it also works with a multiface or one of the others), make a microdrive copy with your old 48K Spectrum of the program which you wish to use with the new Speccy. Take the Interface 1 and connect it to your 128K. Now you should be able to load all the progs in 48K mode.

Another tip for the owners of an Interface III. If you wish to use a POKE you don't have to make a new microdrive copy of the program. You can integrate the POKE in the Basic header of the Interface III md-file like this:

```
10 CLEAR 24...   ...
20 LOAD *"m";1;"PROG 1
"CODE: POKE .......: LOAD
*"m";1;"PROG2"CODE:RAND
USR...
```

Eduard Eversberg
Hagen, West Germany

A goodie. If anyone else has any tips for the 128K, send them in as we're in the process of compiling a special update feature on the machine as soon as we've got enough material. ***Ed***

IT MUST BE LURVE

Dear T'zer

I am totally, utterly, head-over-heels and also very much in love with you. What is more, my heart is going through total agony because I have never seen a picture of you.

Name and address withheld by request.

That's nothing to the agony you'll go through when you have seen a picture! OUCH!!!! Will you stop knocking me about. ***Ed***



Hippo 'n' trendy T'zer?

UNWORTHY

Okay, YS this is the last straw. Listen up Art Ed.

This month I almost didn't buy YS due to the absolutely terrible cover, but then I gave in and decided to write a furious letter instead. I must say I felt like I was buying the *Beano* instead of an intellectual computing magazine. *(Just call me Dennis... Art Ed.)*

I realise that your covers probably appeal to the younger games player and definitely stand out on the shelf but I think if you design a cover that's not an embarrassment to walk around with or sit on a train, then you might get a few more readers and lose less.

Maybe a few imaginative photos or if you really must stick with the artwork style, then how about some computer generated Tron-style graphics.

Nick Kenworthy
Southampton

Tron-style graphics! Where've you been for the last five years. You'll be screaming for Roger Dean covers next!* ***Art Ed*** *Oh, I quite like Roger Dean's stuff.* ***Ed*** *You would.* ***Art Ed.***

*Art Ed's note for arty-fartyists: Roger Dean did those slick pics with floating islands and metal elephants that adorned all the Yes album covers when the Ed was a lad and had long hair, sorry cut the word long ie at the dawn of record history(1971).

SCOOB STORY

C'est moi, c'est moi. Je claim le trainspotter award pour zis month.

C'était Mademoiselle T'zer Maughan pour making le boo-boo d'about *Scooby Doo*. C'est ne pas Scooby Scooby Dooo, c'est Scooby Dooby Dooo. Vous can either send moi le *Graphic Adventure Creator* by Incentive (plus un YS badge) or je will unleash ze millions of Scooby fans.

Paul "Romantic Robot" Cook
St Leonards on Sea

PS It's hard for us 13 year olds to raise £22.95 so give generously please!

If you think you can get a trainspotter award just by sending us a spurious French letter...ooh er, ... a letter written in a spurious French accent, no way. Lucky for you Incentive doesn't take such a dim view and if you rush off to the Adventure pages you'll find a compo with fifteen copies of GAC up for grabs. But there'll be no rushing off till you've finished the Letters — and no leaving anything on the side of the page or trying to hide it under your knife and fork either. I know all the tricks! ***Ed***

SMALL PRINT

This is the fourth time I've written to you without reply so print my letter!!!!
Yours small printingly
Graham Swift
Eastleigh, Hants
Give me one good reason! ***Ed***

Please leave out the bits in this letter that can get me "done" for slander etc.
Nicholas Clark
Friday Bridge, Cambs
Doesn't leave much does it? ***Ed***

How in the world did you get such nice looking females on the YS team?
Nick Annies
Huntingdon, Cambs
How in the world do we get such good photographers on the mag you mean ! No, to be fair it's all down to my charm, boyish good looks and OUCH! ***Ed*** *And there's more where that came from!* ***T'zer***

A T'ZER SPECIAL

IT'S ALL IN THE WRIST ACTION



Arcade addiction is a serious business. You may not think you're an addict but take a closer look for the tell tale signs . . . Aching wrists? Glazed expression? A insatiable appetite for an endless supply of ten pence pieces? It all started small in the arcades but now with the appearance of numerous Spectrum conversions it's turning into an epidemic in the home. Action stations, fingers on your buttons and stiffen up those wrists 'cos we're about to experience the thrill of the arcades on your very own Spectrum.

Words (such as they are) by *Teresa Maughan*



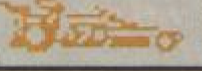
As a total arcade freak you can not only do GBH to your wallet, you can also damage your health. And I should know. I once spent a week writhing in agony with that lesser known affliction, '*PacMan* Elbow Syndrome'. You may laugh (*We are! Ed*) but it's a common hazard faced by all arcade afficionados like myself — as is complete poverty.

For the people who're producing the arcade games, such as Konami, Data East and Sega, it's a very lucrative business. No wonder then that as soon as the first embryonic arcade machines appeared on the scene way back in the early eighties, so too did the conversions for home computers.

But it was the software companies and not the original arcade manufacturers who were making the money here. Numerous clones of original arcades like *PacMan, Space Invaders, Defender* and *Battlezone* flooded the Spectrum market and only a small proportion were ever licensed. Plagiarism was so obvious that some companies simply changed the spelling of the original game — I never knew there were so many different ways of spelling *Defender*!

Hardly surprising then that some arcade manufacturers decided to venture into the Spectrum software market and produce their own versions of games. Atari, for instance, set up Atarisoft and produced official conversions of *PacMan* and *Ms PacMan* for the Speccy. And

	1978	1979	1980	1981	1982	1983	1984	
ARCADES	●Breakout	●Space Invaders ●Galaxians	●Arachnid ●Mr Do ●Centipede ●Defender	●Scramble ●Missile Command ●Frogger ●Donkey Kong ●Battlezone ●PacMan	●Tutan Karmen ●Pole Position ●Time Pilot ●Ms PacMan	●Gyruss ●Moon Cresta ●Circus Charlie ●Track'n'Field	●Time Pilot 84 ●Bombjack ●Hypersports ●Nemesis ●Mikie	●Road Fighter ●Dragon's Lair
SPECTRUM GAMES					●Breakout ●Zuckman ●Phoenix ●Penetrator ●Zedman ●Mazeman	●Deffender ●Galakzions ●Skramble ●Froggy ●Kong ●Krazy Kong ●Missile Defence	●Millypede ●Defenda ●Death Star Interceptor ●PacMan	







now Konami has its own label.

Licensing has become increasingly important to some software companies even though the law is still pretty vague on the subject. Luther de Gale from Konami reckons it's very difficult to prove a case unless a company's actually used the same name as the original arcade game. There were numerous spin offs from Konami's hit arcade game *Track'n'Field*—*Summer Games, Winter Games* and *Daley Thompson's Supertest* to name but a few — none of them actually licensed.

A CHANGE IS GONNA COME . . .

Things are definitely changing — more and more companies are now getting licenses to produce arcade conversions for the Spectrum. Elite for example has licensed numerous games in the past year — *Ghost'n'Goblins, Commando* and *Bombjack* — all of which have been hits. The big question is, why?

Licensing an arcade game for conversion has two major advantages over blatant copying. One, the company selling the Spectrum version will have a marketing edge over the other software houses and two, it can actually protect its game format to some extent. Not only that but in the words of Ocean's Paul Finnegan, "the software industry has grown up and it's obviously far more respectable and professional to get permission to reproduce a game."

So, what makes a game ripe for conversion? Addictiveness plays a pretty major role — arcade games are designed to relieve you of your cash so they've got to make you want to keep coming back for more. But they must walk a fine line between being addictive and not being so difficult that you just give up on them. This is the secret to their success, not the plot or graphics.

Elite's Steve Wilcox reckons the most important factor is that the coin-op game should be widespread. It should also be original, popular and relatively new. So, it's important for software houses to monitor the arcades to see which type of games have the most appeal and why.

Paul Finnegan feels strongly that the most important thing is playability — when doing a conversion you really must transfer this to the Speccy version along with good graphics and sound effects. Ocean also reckons it's essential to keep a close eye on the arcades by visiting amusement centres and going to arcade shows.

The most popular arcade game in the arcades at the moment is *Nemesis* by Konami — it's been in Casino Amusements (a leading London arcade) for over two years. Atari's *Super Sprint* is also a fave two-player game that has the highest daily takings. Two-player games are often the most popular simply because everyone enjoys beating the hell out of an opponent.

Once a software house has decided which coin-op it wants to license it then has the problem of converting it. Getting top-notch programmers who are up to the job is the trickiest bit... Even when you've found them the next problem is ummm...err...oh yeah, memory! Crunching an arcade game with 720K into a Spectrum that's got only 48K is no easy matter. It stands to reason that *YS*'s own programmers extraordinaire, Tony 'Slim' Samuels and Chris Wood are presently converting arcade games for Elite.

There have been some absolutely brilliant conversions for the Spectrum such as *Hypersports* by Imagine, Elite's *Commando* and US Gold's *Pole Position*. But are conversions just an easy way to get ideas? After all you don't have to rack your brains for an original idea, you just copy an existing one. Judging by the impressive quality of most of the licensed arcade games maybe that's not such a bad thing — programmers have something solid to work to and an already tried and tested gameplay to implement. I really can't think of one licensed game that was a complete and utter bummer, can you?

Conversions are extremely profitable for software companies even though licensing is becoming expensive. US Gold is bringing out another four big coin-op conversions before Christmas and both Elite and Ocean will be licensing many more arcade titles in the next few months.

Even so, there must surely be limitations to

MARBLE MADNESS v GYROSCOPE



Marble Madness/Atari



Gyroscope/Melbourne House

***M**arble Madness* **took the arcades by storm when it was first introduced by Atari way back in 1984. It hasn't actually been licensed as yet but there have been plenty of imitations — *Gyroscope's* the most obvious, but it was followed by *Spin Dizzy* and *Bobby Bearing*.**

In the arcade original you play a crazy marble who's got to find his way through a 3D maze. The aim of the game is to manoeuvre across narrow ledges, over ramps and drainpipes whilst avoiding slinky-like creatures, green slimy thingies and falling off the edge.

***Gyroscope*, although very playable, is obviously not as sophisticated as the real thing. Gameplay is very similar, though here you take the part of a gyroscope instead of a marble. Control is nowhere near as good — joystick control makes it easier but using a trackerball, would be far more effective.**

The graphics are colourful but obviously not as well defined as the arcade machine. Still, bearing in mind the limitations of the Speccy, the 3D effect is very realistic.

Unfortunately *Gyroscope* has been withdrawn because of difficulties so you can't actually get hold of a copy. A shame as it's a very good game.

KUNG-FU MASTER



Kung-Fu Master/Data East



Kung-Fu Master/US Gold

Now *this* **is what a Kung Fu simulation should be like! *Kung-Fu Master* by Data East chopped its way into the amusement arcades at the end of 1984.**

The game involves a Kung Fu hero called Thomas. Disaster's struck! His girlfriend Sylvia's been kidnapped and locked in a room on the fifth floor. You have to help Thomas punch, jump and kick his way through the five levels so he can rescue his fair maiden. On each level you have to fight your way past dragons, knife throwers and assorted henchmen making sure you don't run out of energy or time before you reach the stairs.

US Gold's licensed conversion follows the theme of the arcade original very closely. Movement isn't quite as fast or accurate but the obstacles you're confronted with are much the same. There are still the five levels and once you've completed these it's back to the beginning where the game gets even faster and harder. Graphically US Gold's conversion is a non-starter — the figures are very basic, the colours bland and there are a few attribute problems. Control is quite good though you really have to burn rubber on the keyboard to get rid of the henchman fast enough.

1985	1986	1987

Kung-Fu Master · Road Fighter · Dragon's Lair · Marble Madness · Commando · Paper Boy · Ghosts'n'Goblins · Green Beret · Ping Pong · Yie Ar Kung Fu · Gauntlet · Mag Max · Super Sprint · Galbon · Terra Cresta · Jail Break · Iron Horse · Shaolin's Road · Salamander

Ms PacMan · Hunchback · Battlezone · Decathlon · Spy Hunter · Tapper · 3D Tank Duel · Ms PacMan · Moon Cresta · Pole Position · Gyroscope · Hypersports · Decathlon · Daley Thompson's Super Test · Yie Ar Kung Fu · Ghosts'n'Goblins · Commando · Green Beret · Ping Pong · Bombjack · Mikie · Kung Fu Master · Paperboy · Trojan · Gauntlet · Dragon's Lair · Mag Max · Terra Cresta · Galbon · Yie Ar Kung Fu II · Shaolin's Road · Nemesis · Jail Break · Iron Horse

HYPERSPORTS



Hypersports/Konami



Hypersports/Imagine

Konami's *Hypersports* hit the arcades in 1985 and was extremely successful. In fact it was the first game the company ever licensed.

You can try hand at swimming, skeet shooting, vaulting, archery, triple jump and weight lifting in that order but you've got to qualify at each event in order to go on to the next. The graphics are tremendous — watching your little figure work himself into a frenzy swimming up the pool is decidedly comical.

Imagine's conversion is also pretty good too. Even the graphics really give you a feel for the original arcade game, though they're obviously not as well defined and gameplay is practically the same.

The only major difference is the way in which you control your player. In the arcade it's a matter of pressing buttons as quickly as possible so you end up with stubs instead of fingers. On the other hand (if you've got one left) the Speccy conversion requires furious waggling of the joystick — guaranteed to wreck your wrists for life. This prompted Konami to produce a peripheral with two buttons that made the conversion play even closer to the original arcade.

COMMANDO



Commando/Capcom



Commando/Elite

If you're still not convinced that a Speccy conversion of an arcade game can come close to the original, then you obviously haven't played *Commando*.

In the arcades, *Commando* is a superfast action shoot'em up in which you single-handedly have to take on an entire enemy army. Your only weapons are six grenades and unlimited machine gun power.

Even in the arcades, the graphics are nothing stupendous — not in the *Space Harrier* class at any rate. But then at the speed you have to dodge and weave and shoot to avoid ending up as strawberry jam, you're not going to have too much time for art appreciation.

The plot's not exactly sophisticated either. More than likely it was thought up in the time it takes to say John Wayne. Go north, shoot to kill, rescue a few hostages if you get the chance. As ideologically unsound as it's possible to be and as addictive as hell.

And the very same things can be said about Elite's *Commando*. Which says it all really. The Speccy version is as wrist-achingly hard, as gratuitously violent, as acutely addictive and just as much fun as its arcade precursor. And it doesn't cost you 20p a go!

POLE POSITION



Pole Position/Namco



Pole Position/US Gold

Atari's favourite road race game caused a bit of a stir in the arcades when it first appeared. You may recall the sleek climb-in console with a roof over your head, the positive feel of the solid steering wheel in your hands and the throttle at your feet making this one of the most played games ever.

The gameplay of US Gold's Spectrum conversion isn't radically different. You have to face a qualifying round before you begin the race, which places you in position in the pack on the starting line.

The only major change to the actual gameplay itself — and this is my only criticism — is the lack of an accelerator. The car accelerates automatically and you steer from side to side. To change from high-gear you simply push the joystick back and forth. Surely it would have been better to accelerate by pushing forward, brake by pushing back and toggle between hi'n'lo with the fire button? Still never mind, the flavour of the game lingers intact.

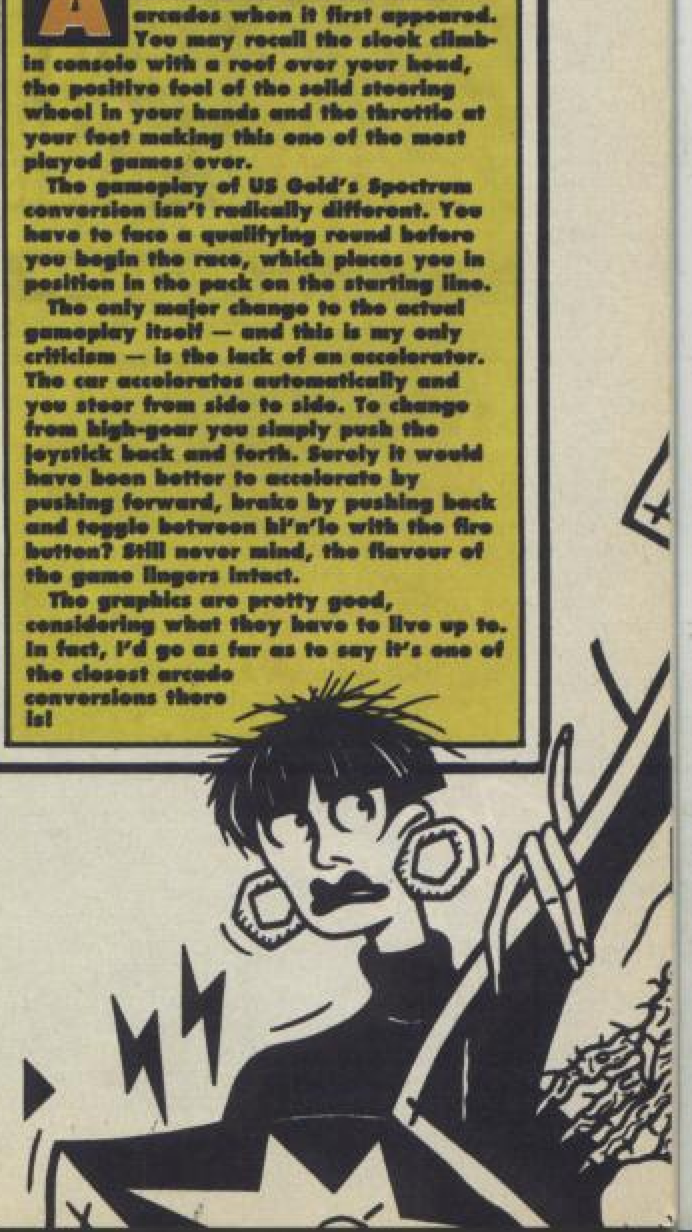
The graphics are pretty good, considering what they have to live up to. In fact, I'd go as far as to say it's one of the closest arcade conversions there is!

converting games — some of the amazing 3D fight simulations like Sega's *Space Harrier* are so complex and fast it has to be nigh on impossible to scrunch them down to fit in the meagre memory banks of your Speccy. But as the old adage goes, 'it's not what you've got, it's the way you use it that counts!'.

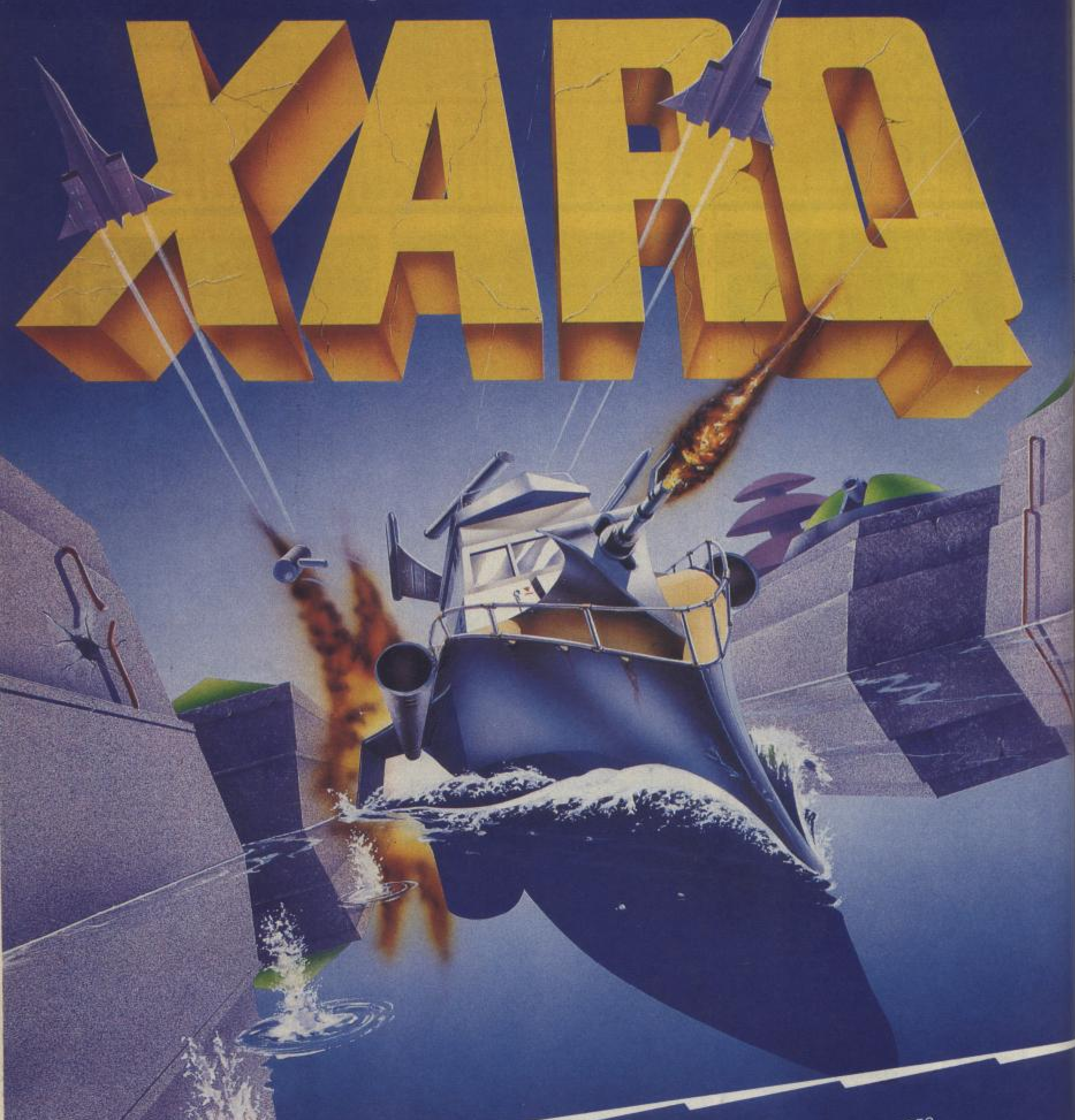
Steve Wilcox reckons that all arcade games have the potential to be converted to the Spectrum though, obviously, they'd only be adaptations of the original and not exactly the same game.

Not everyone agrees, mind you.
Ocean's Paul Finnegan thinks it's now becoming increasingly difficult to convert some of the newer hi-tech arcade games. After all, you can only fit so much into a Spectrum.

It's surprising that true arcade addicts play the Speccy conversions when they can play the real McCoy — though, of course, they need to be Paul Getty to afford it. Numbers visiting the arcades haven't dwindled at all with the sudden boost in licensing — if anything they're on the up. Some arcade enthusiasts play both the



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original arcades and the Speccy conversions so it appears that neither the arcade manufacturers or software companies suffer — rather the opposite.

And anyway if you're under 16 you shouldn't be in an amusement arcade in the first place (naughty, naughty) — it's illegal. So, at least with your Speccy you can experience the fun of the arcades at home!

FINAL CONSOLE-ATION

What with the popularity of arcades and the introduction of the hugely successful Nintendo console machine in Japan and the US, it very much looks like we've come full circle in the games market. The home computer industry started on the crest of the arcade wave and may well drift back to the arcades. Even stranger, Irem Corporation has just turned the tables by licensing Broderbund's *Spelunker*, — you may remember the Spectrum version — so it can convert it for the arcades.

Rumours are rife that the next Amstrad/Sinclair machine will be a specialised games playing console with no keyboard whatsoever. Give it another couple of years and we'll be back to playing *PacMan* on our portable plastic video machines. And I'll be back nursing my ruddy elbow again! ●

●FUTURE SHOCKS

Hold onto your joysticks 'cos there are simply squillions of new arcade conversions coming out in the next three months up to Christmas. US Gold has the license to Atari's *Gauntlet* — a D&D type game in which you have to rush around a castle finding treasure and defeating ghouls. US Gold is also bringing out three other coin-op conversions that promise to be big but you'll have to wait until next month for details on those. Software Projects has got the rights to the first



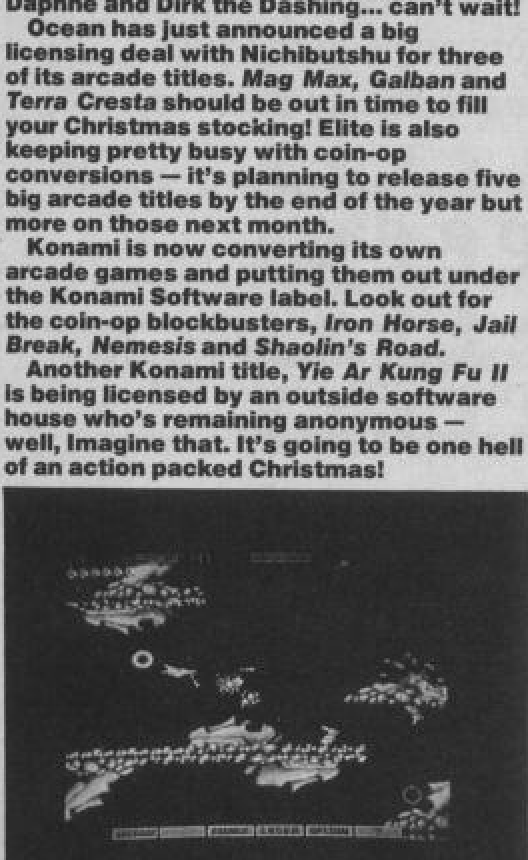
Jailbreak/Konami

interactive video disk game, *Dragon's Lair* starring Ethel Red, his delightful daughter Daphne and Dirk the Dashing... can't wait!

Ocean has just announced a big licensing deal with Nichibutshu for three of its arcade titles. *Mag Max*, *Galban* and *Terra Cresta* should be out in time to fill your Christmas stocking! Elite is also keeping pretty busy with coin-op conversions — it's planning to release five big arcade titles by the end of the year but more on those next month.

Konami is now converting its own arcade games and putting them out under the Konami Software label. Look out for the coin-op blockbusters, *Iron Horse*, *Jail Break*, *Nemesis* and *Shaolin's Road*.

Another Konami title, *Yie Ar Kung Fu II* is being licensed by an outside software house who's remaining anonymous — well, Imagine that. It's going to be one hell of an action packed Christmas!



Nemesis/Konami

●Okay, so what do you think? I took the plunge and raced round picking up small boys and persuaded them to tell me whether imitation is as good as the real thing.



Simon Lee (14)

Do you spend much time in the arcades?
Yes, as much as possible.
Do you buy Spectrum arcade conversions and are they worth the money?
Conversions aren't as good as originals but they're good value. I think some companies should spend more time trying to get the games more like the originals.
How much do you slot into the machines?
About £1 a go.
What are your fave titles?
Bombjack, *Ping Pong* and *Commando*.
What d'you reckon makes a good arcade game?
Playability and excitement. Although I buy conversions I still play the arcades because you don't get the excitement on the Speccy.
Did you know the minimum age to go to an amusement arcade was 16?
No I didn't



Grant Coulton (16)

Do you hang out in amusement arcades?
Yeah, I go quite a lot.
Do you buy conversions of arcade games to play at home on your Spectrum?
I sure do.
How do you think they match up to arcade machines?
Most of them are pretty good though you do get the odd one that's a heap of rubbish.
How much cash do you feed into the machines?
Well, I recently spent £2 on my favourite game, *Section Z*. I would've spent another £4 but I ran out of ten pences.
So, what arcade games do you like best?
Shoot'em ups generally. I like *Section Z*, *Space Invaders* (still) and *Nemesis*.
What elements d'you think a game needs to make it fun?
Good graphics, sound and storyline. Conversions should have the same elements and should be as close as possible to the original.
Did you know it was illegal to go into an arcade if you're under 16?
Yeah, but everyone does, don't they?



Darren Millin (14)

Do you visit amusement arcades?
Yes, when I can.
What are your fave arcade games?
Paperboy...umm...Commando...er.
How much d'you reckon you spend in the arcades?
About £2 a week I s'pose.
What features make a good arcade game or conversion to you?
Good graphics to keep you at it.
Did you know it was illegal to go into an arcade under the age of 16?
No. It doesn't apply in Northern Ireland.



You've seen the arcade games, you've seen the conversions, so now listen to what the master of conversion, Ocean's Paul Owens has to say.

How many arcade conversions have you already programmed Paul?
Very few really. I converted *Donkey Kong* to *Kong* and I also converted *Hunchback* and *Cavelon*. I mainly assist in the design stages of conversion — deciding how to adapt gameplay and make the game look as similar to the original as possible. So far I've been involved with the conversions of *Mikie*, *Hypersports*, *Green Beret* and *Ping Pong*.

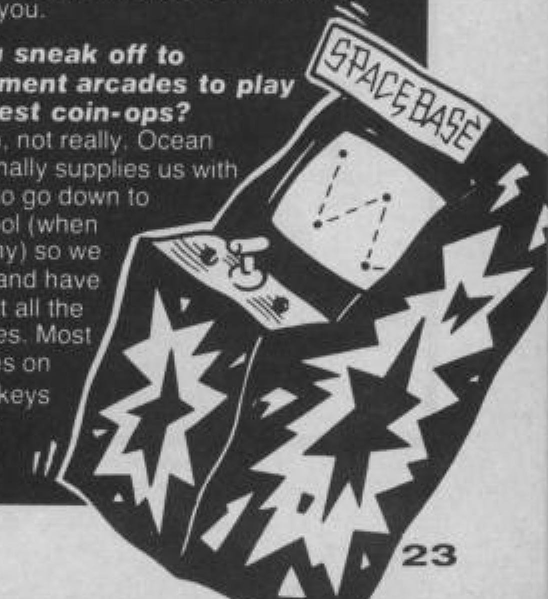
What are you working on at the moment?
Terra Cresta. I'm working with Jonathan Smith who does the coding for a lot of Ocean's arcade conversions. It's an arcade shoot'em up in which you have to collect five parts of a ship. The original arcade's very fast with hundreds of sprites so it'll be a tough job to convert. Still it's gonna be good.

What's the major problem associated with converting an arcade game?
The biggest difficulty is the vast amount of colour used in arcade games like *Mag Max* and *Terra Cresta*. The Spectrum is confined to two colours per character square so you can't have vast colourful spaceships and aliens on an even more colourful background. The best way to get round this is to use black on a coloured background. Although the Speccy has a much smaller memory you can reduce the amount required because of the way the Speccy stores graphics.

How closely will the conversion of Terra Cresta resemble the original?
As close as we can possibly make it. It'll definitely be recognisable as *Terra Cresta* which we think is quite an achievement. Most important of all is gameplay which'll be exactly the same.

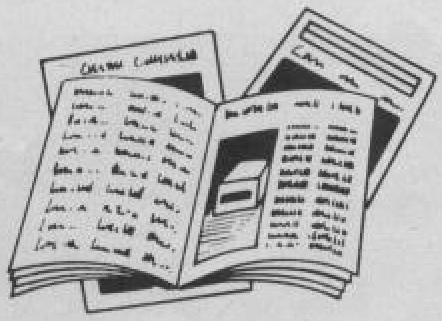
How much cash do you have to feed the arcade machine with before you feel confident you can convert it?
Well, Ocean actually buys the boards for the game so we don't have to bung money in. But I reckon we must play it at least 50 times so that means we would've spent over £100. You get pretty sick of playing it by the time you've finished, I can tell you.

Do you sneak off to amusement arcades to play the latest coin-ops?
Moi? No, not really. Ocean occasionally supplies us with money to go down to Blackpool (when it's sunny) so we can go and have a look at all the machines. Most of it goes on the donkeys though!

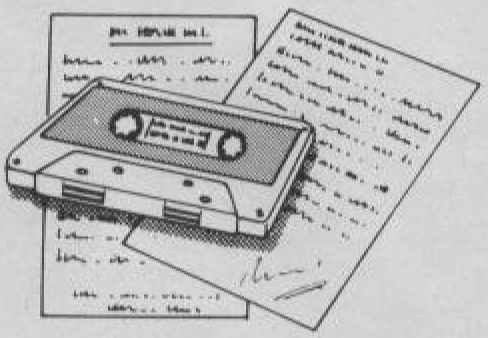


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Hit List

It's up and down and up and down we go again! This month's chart talk from *Sara Biggs*.

Chart Chat 9

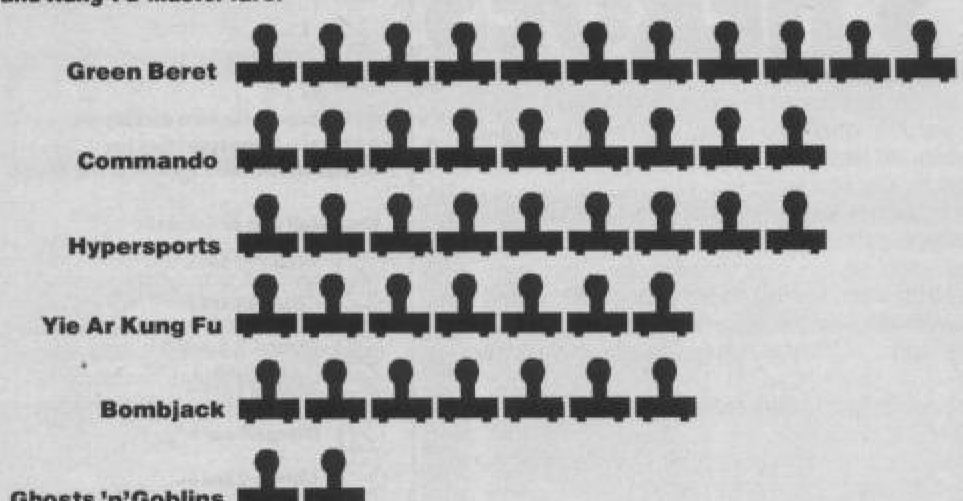
It's enough to send shivers down your spine! Following our megagame preview a few issues back, Elite's *Ghosts'n'Goblins* comes straight into the charts at number 1, holding off the challenges of four other new entries. Nipping straight in at number 2 comes Gremlin Graphics' new naughtiness, *Jack The Nipper* mounting a pea-shooter challenge, while the forces of martial arts and military might, not to mention chemical weapons, have fought their way into places further down. And look out for the two re-entries into the chart — Mastertronic's *Incredible Shrinking Fireman* and Ocean's *Batman*. The Caped Crusader lives to fight again!

This Month's Top Ten Titles

Position	Last month	Weeks in Chart	• Title/Publisher
1	NE	3	• **Ghosts'n'Goblins**/Elite
2	NE	1	• **Jack The Nipper**/Gremlin Graphics
3	NE	3	• **Molecule Man**/Mastertronic
4	NE	1	• **Kung-Fu Master**/US Gold
5	NE	1	• **Theatre Europe**/PSS
6	6	6	• **Ninja Master**/Firebird
7	3	6	• **Knight Tyme**/Mastertronic
8	4	14	• **Green Beret**/Imagine
9	RE	13	• **Incredible Shrinking Fireman**/Mastertronic
10	RE	8	• **Batman**/Ocean

Arcade Action

As a tie-in with this month's arcade feature, I've taken a butchers at the Speccy versions of arcade classics, to see how they fared in the charts. It seems pretty clear that a good arcade conversion leads to a healthy run in the top ten, and the games often come straight in at the top spot. *Green Beret* has had the longest run so far with 12 weeks in the top ten, but *Commando* and *Hypersports* aren't far behind. Watch this page to see how *Ghosts 'n' Goblins* and *Kung-Fu Master* fare!



12 Months Ago

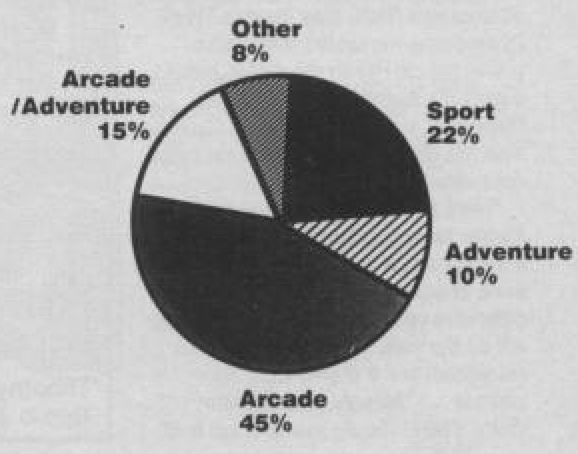
Position	• Title/Publisher
1	• **Softaid/** Softaid
2	• **Shadowfire/** Beyond
3	• **Starion/** Melbourne House
4	• **Dun Darach/** Gargoyle Games
5	• **Tapper/** US Gold
6	• **Nodes Of Yesod/** Odin
7	• **Jet Set Willy II/** Software Projects
8	• **Herbert's Dummy Run/** Mikro-Gen
9	• **Rocky Horror Show/** CRL
10	• **Spyhunter/** US Gold

18 Months Ago

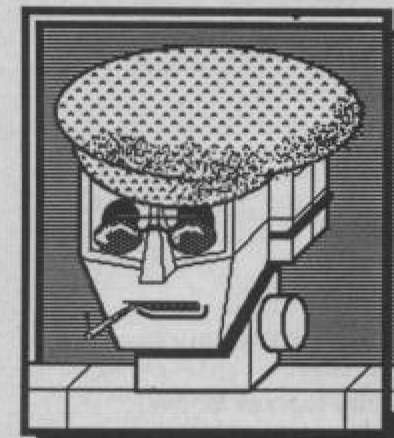
Position	• Title/Publisher
1	• **Daley Thompson's Decathlon/** Ocean
2	• **Knightlore/** Ultimate
3	• **Skool Daze/** Microsphere
4	• **Booty/** Firebird
5	• **3D Star Strike/** Real Time
6	• **Doomdark's Revenge/** Beyond
7	• **Match Day/** Ocean
8	• **Pyjamarama/** Mikro-Gen
9	• **Underwurlde/** Ultimate
10	• **Select 1/** Computer Records

A Piece Of Pie

This month's 40 best sellers have been split up into different types of game to see if the market's changed since we last looked at this back in January. Arcade games take the biggest bite of the pie this time, up from 30% to a whopping 45%. The next biggest share goes to the sports games, though these have dropped about 10%. But the biggest fall has been in the adventure section, down to 10%, losing out to the rise of the arcade adventure.



HEX FREE ZONE



It was the night before the weekend and all through the *YS* office nothing stirred . . . wait, what's that noise? Oh, it's okay. It's just the Castle Janitor sweeping up.

Tuneless whistle version of "Relax") . . . Hmmm . . . Woooo yeeess . . . Relax! Don't do it! (phweep) When you wanna . . . (tootle pip squeak) Relax! Hmmmm. Wossis? "Hex Loader's Mailbag"? "Warning — keep off, under pain of losing certain vital organs!" Flippin'eck! Violent, these computer generated young people, that's wot they are. I dunno where they geddit from . . . I blame their programmers, y'know. Should take a firmer hand wiv 'em from their first line number.

'E's got a pile of letters 'ere. Wonder if 'e's goin' to print any of these ones? (Rustle grope rip). Where's me glasses? (Sniff). **"Dear Hex Loader, in your July issue you said it was the blue cars that blast you from behind in *Spy Hunter*. Wrong, it's the green cars that blast you from behind . . ."** Heh heh, Hex always was a colourblind little twerp. ***"Signed Pushpandra Rishi, New Malden."*** Well, Pushpandra, me old lad, it looks like you've got old Hex by the diodes there! I dunno, the mistakes this boy makes. (Sounds of sweeping.) Hmm . . . I wonder what this other letter says? (Tootle rustle rip).

"Here are some tips for *International Karate*. Most opponents are beaten with a flying kick (W and S). It'll; have to be done as soon as you begin to fight otherwise you'll miss. If so, a leg sweep will do the trick. Signed . . ." Wot? it's not signed! Wot a pranny! Just his address . . . **"Mosely, Birmingham . . ."** Worra a burk! (Tootle sweep brush sniff).

Oh look, one's fallen on the floor under the desk. 'Ee couldn't reach it with 'is tentacles. Heh heh. **"Dear Hex, how are your circuits these days, old chap? . . ."** 'Ee's always blimmin' whingeing about 'em, so I s'pose they're not so good. Eh . . . **"Well, anyway . . . I've just spent a few weeks mastering Domark's *Gladiator*, finally finishing the game on April 26th. On the way to my freedom, I managed to work out a decent routine for defeating any gladiator. Follow these steps until you get to the end of a combat sequence: 1. Pick a Trident. 2. Pick an Axe. 3. Pick a Dagger. Throw the Trident and then walk towards your opponent until you touch. Next move either up or down and then walk forward until the other bloke turns around. Walk backwards here and your opponent will walk onto your axe. If he turns around, walk towards him again and repeat the above until he dies. The game is basically good, but the method of control is awful. Signed John Williams, Sheffield."** Hmmm. All this faffing abaht over an archaic gladiatorial entertainment. Hurumph. Glad we've come on a bit since then, eh? Give me footy or the dogs any day!

Eh? **Kevin McIntosh** of Aberdeen wants hints on *Zorro*? Tsk. No chance matey . . . **"I can't do anything after I put the bells on the church."** Huh, next they'll be wanting to ride in here on a horse and give Hex his tips in person . . . (Crack eeeeehaaaa clippety-clop clippety-clop whinny snort).

Wazzat? Oh, it's that blimmin' *Zorro*, again . . . 'Ooo is that masked man? (rip!) I don't know you, who are you? **"I'm Richard Miller of Plymouth. With a bit of help from my friends I completed *Zorro*** and would like not-so-fortunate readers to have a chance too. Start by jumping on to the top of the well and catching your true love's hankie as it floats downwards. (You can do it quicker if you press to right when you start and land right beside her.) Then go to the store and get the bottle. Give it to the man on the left of the bar. (He raises his glass when he gets it.) Leave the screen and come back in. The man will now be on his back and you can jump up to the first platform on his stomach, until he has indigestion . . . Oh the top platform you must push a guard through the hole in the floor and he will come to a gruesome end on the chandelier. The ladder is now free. Climb down and get the magic cup. Go back to the stores and get the brand. Take it to the livery and heat it by putting it in the fire and bouncing on the bellows. Get the brand and walk towards the bell giving it a white 'Z' on its black behind. The way is now clear for the magic horseshoe. Go to the store and get the trumpet. Go to the barracks and position yourself on the left hand side of the springboard. Drop the trumpet. A guard will jump on the other end and you can catch the flagpole and make your entrance to get the flashing object at the top . . ." Oi, mate. Shuttup. **". . . Go to the store and get the bell . . ."** Oi, you! That's enough. **". . . Put it in the left hand gap above the grave . . ."** I'm warning you. One more peep and I'm shutting you in the broom cupboard! **". . . and it'll start ringing. Repeat this with the next bell except put it in the right hand gap and the grave will . . ."** Right! In you go! (Shove *slam!*) **"Mmm mm mmm mmmmmph . . ."** Blimmin' wally! And stay in there till next month! Humph. (Sweep sweep tootle). **"Hmmm Lmmm Mmmm Ammm!!!"** Shuddup, you!

Wossis then? Norty pichers? (Rustle sniff) Oh, it's **Peter Van Hal** showing off . . . that his brother has finished this 'ere game! Wahay! Look at the (*ed! Ed*) Eh? Wooooorrrrr. **"Maaten, my brother, has finished *Sam Fox Strip Poker* . . . There are six screens . . . He finds it a shame she doesn't strip all her clothes, and so do I."** Whaaat? Look 'ere, you may be blimmin' liberated over there in Yourop, but over 'ere we pay less attention to . . . that sort of thing . . . ahem . . . whoor, eh? Look at the siz . . . (snip!)



"Dear Sir Heximillion Loaderton III Esq. Perchance to wonder, could I be the first to, on the 19th of May (a Monday I believe) 1986, at the time of three minutes past the hour of eleven, view the digitised rudiments (wahay) of Samantha Fox's torso on Martech's *Strip Poker* programulation? Signed with great flourish and curlicues, Sir Brett Lake-Benson, Wembley Park, Middlesex." Snob! No yer blimmin' not the first!

(Sweep sweep tootle pip snoot). I shouldn't really read Hex's mailbag. People's mail is a private fing, innit? I'm not goin' to look at another one. Nope. **"I am writing to you as a last resort. For months now I have been seeking help with the old games *Jet Set Willy* and *Monty On The Run*. Can you or anyone else help me? Julian Walsh, Manchester."** Well even *I* know the blimmin' answer to that! Hex just did the solution to Monty in the last two ishoos. Huh, and as fer Willy, 'ee's bin covered umpteen times before. What this boy needs is t'look in some back ishoos, then he'll find wot 'ee's lookin' for, I reckon.

Wossis rubbish? Looks like flippin' alien language to me . . . Oh it is. This bloke called **Daniel Crichton** 'as worked out the alien speak in something called *V*. Wassat then? It's all funny, look:

Pause/Quit
Red Dust Formula
Change circuit mode (for unlocking doors)
Your location
Set Bomb
Get back to normal (off switch)
0 locates laboratory
1 locates major targets
2 locates transit in — used with locator
3 locates transit out
4
5

transit out — away from docking bay
transit in — towards docking bay
Change circuit mode appears in info window

When used with circuit mode

Change 1 and 6
Change 1 and 5
Change 2, 4, and 6
Change 1 and 4
Change 2 and 6
Change 2 and 3

NB: to unlock door all signs must be the same.

Blimey. They're a funny lot in Cornwall, eh? 'Ere, that sounds like a set of wheels coming down the hall . . . (Smash tinkle). Oh, no, it's Hex Loader, I'm off . . . (clomp clomp clomp clomp . . .) (Hex's voice) Who was that standing at my desk? He's been reading my mail!!!

Oh, hello gentle reader, I didn't see you there. How are you? Good. Now for Hex Loader's Hack Free Zone. The first letter, my little cheesecakes, is from . . .

Click bzzzzzzzzzt.

HEX'S HEROES

Click bzzzzzt . . . Aaaaaaaaaaaaaaaahhhhhhhhhhhh!!!!!! What do you mean, the caretaker did my frtt-blm-brk-ing column? *I'll kill him!* What? Who? Heroes? Bug off, I'm too annoyed, you do it. What? The reader . . . ? Oh! Hi there! And now your everloving Hex-baby will read off the sooper-dooper Hex's Heroes (tah-dah!) Pssst! Gimme the list! Ho-kay, here we go.

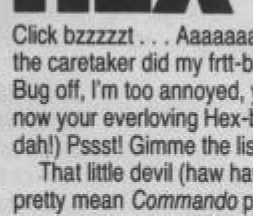
That little devil (haw haw) **Matthew Pugh** of Hornchurch in Essex thinks he's a pretty mean *Commando* player . . . oh, he is! He got a score of 574,550 on zone 14. Well, that's . . . ahem . . . not bad.

And the next chummie off the stack, and that's a big stack of chummies, is the honourable cheese on toast, **Daniel Crichton** of Cornwall. He reckons he's got a whole 8,300 on the extraterrestrial *'V'* game! Huh. Hey, wait a minute, that's not bad either!

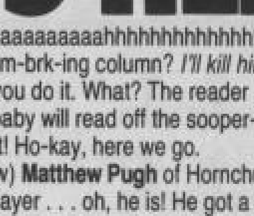
And finally, (this better be pathetic or I'll have nothing to moan about) **Timothy Durack** has achieved 223,880 on *Bomb Jack* . . .

Blast! That's good as well. You lot are doing better than I am! That's not fair. Not not not not not not . . . crack! Ahhh. I've blown a chip. I, . . .

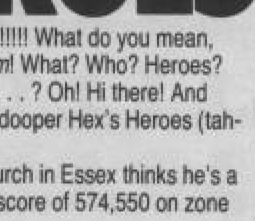
Click bzzzzzzzzzz.



Timothy Durack
***Bomb Jack*/223,880**



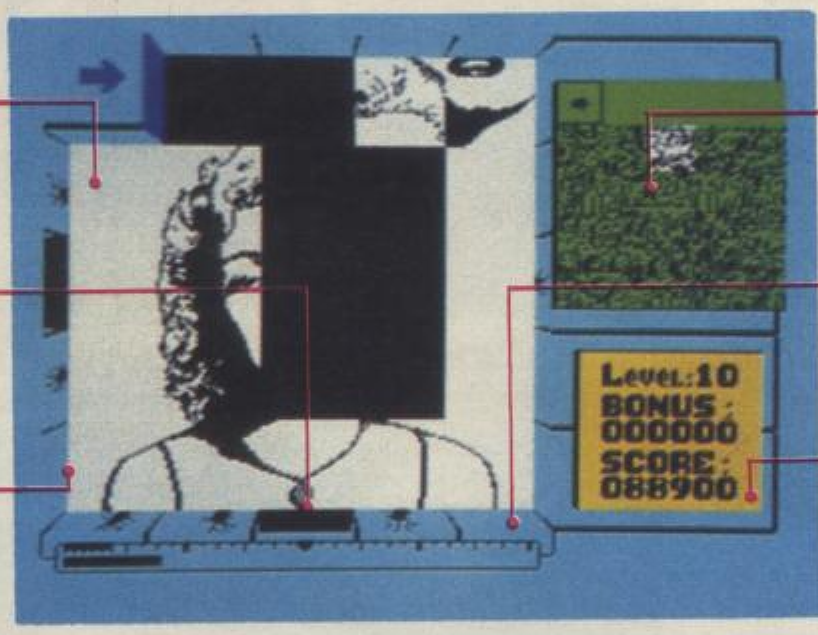
Daniel Crichton
***V*/8,300**



Matthew Pugh
***Commando*/574,550**

SPLIT PERSONALITIES

Pictures framed by Madeleine Kihlberg of Stockholm, Sweden



Kick out the blocks until you find this one, slide it into position, then go back to rejecting everything until the section below it emerges . . . and so on until you've completed the frame.

Goodbye Norma Jean. This door and the one on the side wall are both jammed open which makes getting rid of unwanted bombs easy but the bottom line is being careful not to nudge out that central chunk.

At last a nice safe piece of wall? Not on your life! A crack flashes on and off here, just to be inconvenient.

Do not adjust your sets! The only help on the last level is the white square that shows where each section fits. Not even a hint as to the subject so let's just say this M.M. ain't Mighty Mouse.

The only place on the bottom wall where there's not a constant crack. Drop pieces from above then zzzzip them off stage left and into position until you've got a safe and solid frame.

No lives left and time's running out. We reckon that all that sliding and chucking out takes at least the time of two lives so go for those bonuses on earlier screens.

THE PLANETS

A suite of tips from Chris Barker of Peterborough



Landing your spaceship on Earth is your biggest stumbling block in the game. First let the lander drop to between 3900 and 4000 meters. Lean on the throttle at this point and hold it down. You've got a lot of velocity to halt!

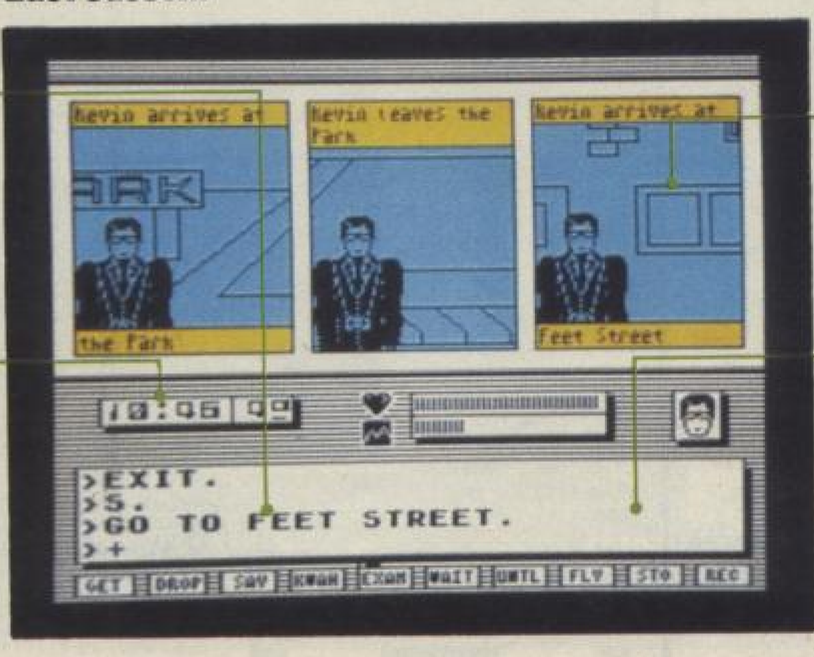
About 200 metres above the surface you can let up a bit on the throttle, using it a little more sparingly. Control of your height is achieved by letting the lander fall a little then buoying it up again with a little prod of thrust, always keeping your velocity below 20 m/s.

To take off again, keep vertical thrust pressed until 2600-2700 metres then release. This should give you enough boost for a safe docking without smashing straight through the spaceship and out the other side, or running out of fuel and crashing back to Earth without reaching it.

To LOGON to the Martech Database, use m-a-r-t-e-c-h as the password. Simple eh? Now you can ask it lots of complicated questions about the solar system, gleaning lots of useful information. Yes, clues too!

REDHAWK

Supertips by Paul Cook, East Sussex.



Your aim when you start the game is to become a photographer for a newspaper, *The Trumpet*. From the start of the game, EXIT, S, GO TO FEET STREET, ENTER, READ SIGN. The sign will say "Wanted – Photographer". The Ed will give you the job, but you must ask for a film. SAY "FILM".

Once you have a film, go the park and WAIT UNTIL 10:58. The Mugger will arrive. SAY "KWAH" to turn into Redhawk. HIT MUGGER. He will give in. SAY "KWAH" to become Kevin, TAKE PHOTO of the Mugger, SAY "KWAH" and then simply ARREST MUGGER. You will be transported automatically to the police station. They will give you a radio.

Take the film back to The Trumpet office and GIVE FILM TO EDITOR. The Editor will take it from you and give you £20! He will also give you a new film to take more pictures on. Now you can travel around on the trains, at £1 a ticket, to solve more crimes and take pictures of them to sell.

Don't type in too large a line. The game doesn't have a "large line stop". It's fun to try it when you aren't actively playing a game. Put in a long line of chained instructions and look on gleefully while the game self-destructs. (Sadist!)



JACK THE NIPPER

Oooh! What a naughty boy! *Phil South* administers a well deserved spanking to the world's naughtiest boy, Jack the Nipper

YOUR SINCLAIR MEGAGAME

We know you. You're a nipper at heart, aren'tcha? You little weasle! What wouldn't you do, eh? Given half a chance you'd be nipping around town causing trouble. Nah, don't you look at us with those baby blue eyes, you don't fool us. You'd like to play a game called *Jack The Nipper*, the tale of the naughtiest boy in the whole town.

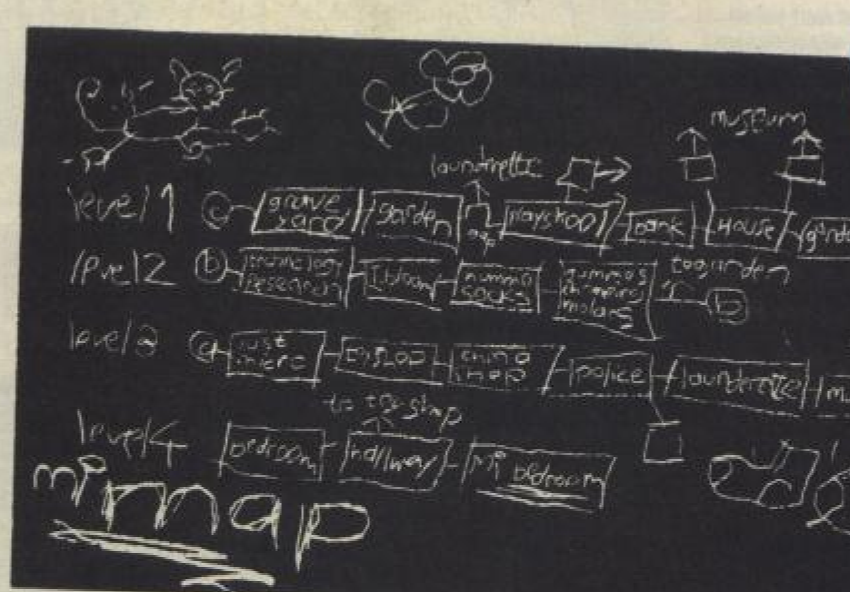
One evening, when his mum and dad thought he was fast asleep, Jack fell against the side of his cot and bingo, it was open. He was freeeeeeee! Now all he had to do was get his trusty peashooter down from its shelf and he could sneak out and cause lots of lovely mischief. Heh heh heh.

Having procured his 'shooter and made it as far as the living-room the problems of getting around town become clear. Being such a notorious nipper, everyone recognises him and, if they catch him, they give him a good smack. Every time he gets a smack (and this is a natural reaction, and I should know. Never mind how!) he wets his nappy, and there's nothing like a wet nappy to bring on the old nappy rash. Once you reach a certain saturation (yuk!) of 'rash' you lose a 'life' — or to put it another way, change your nappy. You've only got five nappies so you have to box clever to avoid any close encounters of the . . . er . . . spanking kind.

Throughout the game there are over twenty naughty, nasty, evil, not to say devilish, pranks, japes, wheezes and plain dirty tricks. You can send the launderette into a spin. You can glue up the teeth in Gummo's Munching Molars. You can even put a sock in it at Hummo's Socks, or put a credit card in it at the Bank. And frankly, scaring the cats at the Police station (and the other places they can be found) is a hooting good way to pass the time.

So, what's this nipper got that other games lack, hmm? Well, for starters the game contains surprisingly bright and loud sound effects of genuine arcade quality. The graphics virtually leap off the screen at you. All the characters are nice big, well masked sprites, which avoid any attribute foul-ups the sensible way, by having mostly one colour throughout any one scene. And the graphics have that comic book look, but not your American superhero type, more the Beano and Dandy style. The Bash Street Kids are back! *Jack The Nipper* will be a confident hit I'm sure, bearing, as it does, all the hallmarks of a lasting favourite. Heh heh heh.





After a couple of trips to the shops, Jack must've made a little map 'cos we found this in his room. If you're goin' to make mischief all over town, I s'pose you've got to be organised . . .



Spooky goings-on going on in Jack's bedroom tonight. If he wants protection he must get tooled up. Aha, what's that on the top shelf? A peashooter! The perfect thing!



A chest of drawers is a thing you put clothes in . . . or a ladder, depending on your point of view. Climb up here by jumping up, drawer by drawer. And position yourself for the jump to the bedpost. Run and just as you're treading air, j-u-m-p . . .

The spooky little ghosts who look like jellies wearing deely-boppers are worth shooting if you can spare the time. Your naughtiness jumps up a bit for each one of these little beggars you blow to ribbons.

Ooer! Balancing on this bedpost makes you really giddy. Now, you've got to jump to the next post. Not as easy as it seems. Run off the edge until you're hanging on just by your heels then l-e-a-p . . .

Huh. On the shelf again! You pounce on your spitball peashooter and stuff it hastily into your fluffy little pockets. To get out of your room without touching any of the spooks, jump back onto the bedpost, then the chest of drawers, then jump out of the top of the door into the next room.

Not really very sure what this is. It looks like a crocodile wearing a dress made of sackcloth. The creatures in this game are obviously the products of a deranged imagination . . . just like YS.

Graphics
Playability
Value for Money
Addictiveness

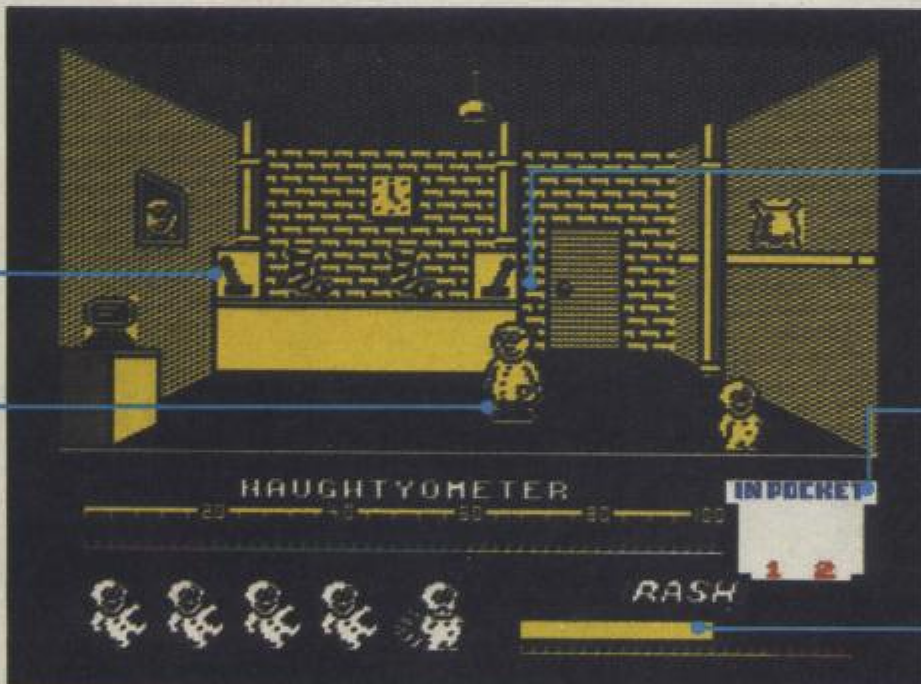
9



Poooo! Hum-mmo! This must be Hummo's Smelly Sock Factory. It has been a bit warm lately . . .

Your objective. To boldly drop a weight on a lever where no nipper has ever dropped a weight on a lever before! Go to this point on the conveyor and push. The weight will push the lever down, stopping the conveyor belt.

Once you've done your naughty deed you may be tempted to escape the clutches of the shopkeeper by running along the conveyor. Don't do it. While the shopkeeper gives you as much rash as the conveyor, at least you can escape from him for a couple of seconds by running away from him backwards or forwards.



Okay, I know that it seems like a good idea to jump on to this end of the conveyor belt, but *don't*. The machinery is vibrating and is very dangerous. As soon as you step on it your nappy rash rating races. So be warned or be wet!

Your weapon, the weight from the Police Station Jail lies in your pocket, lurking and dangerous. Pssst. You can use the gluepot from the launderette in the same way on the conveyor in Gummo's Chomping Molars. Sssshh.

Standing on the conveyor and bumping into any of the people who mill about in the room will give you the most dreadful rash! So by far the best way of staying dry enough to do your naughtiest is to avoid all contact.

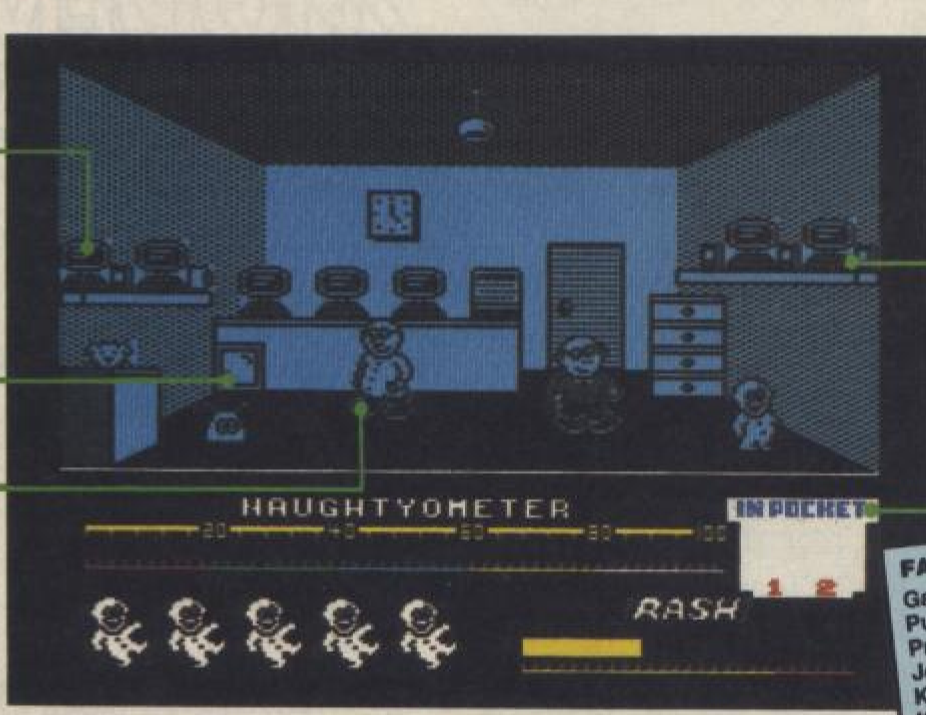


No war, no man, no sopping wet nappy could stop him. It had to happen sooner or later . . . yep, there he is. He found the computer shop . . .

After you've blown up the computers (watch the screens go blank!) the shopkeepers will be after your blood. To avoid their swinging slippers, swing up onto the counter again, via the cupboard with the teddy, and leg it along the counter to the door.

Behind this plate is a power point. Insert a battery in here and all hell breaks loose. Get the battery from the Police Station (it's next to the cat in the reception room) and press it against the panel. There'll be a bang and all the computers will blow up.

To avoid a right old spanking from the computer shopkeepers, take the easy way to your objective. Hop up onto the counter and make your way to the other end in safety. Then, when the shopkeepers are out of the way, walk off the end of the counter and go for the panel.



As shelves in the shops go, this is one of the best. You can unload something you've finished with (like the battery f'rinstance) and escape easily by jumping down to the door. Just jump, and while you're falling hold the Enter key. As soon as you hit the ground you'll exit the shop, avoiding the shopkeeper.

When you've made your mischief here, you'll notice you've still got the battery. You can now take it away with you to another location and drop it from a shelf (for a few extra points) in a shop where there are no immediate wrongs to be done.

FAX BOX

Game .... Jack The Nipper
Publisher .... Gremlin Graphics
Price £7.95
Joystick..Kempston, Sinclair, Cursor
Keys .... Z=LEFT, X=RIGHT, O=UP, K=DOWN 0=FIRE, 0+DIRECTION=FIRE, H=PAUSE, ENTER=ENTER DOOR, 1 & 2=PUT IN POCKETS, O+0=JUMP, Q=QUIT.

HACKING AWAY

Don't raise your hackles 'cos Chris Wood's here to bring you his hard-earned hacks.

ZZKJ is still recovering from bringing you the last few columns so I'm afraid you'll have to put up with me again. And have I got some great hacks for you this month.

SWEEVO'S WHIRLED

ZZKJ asked for some POKEs for this game back in issue 7 and **Chris Wild** *from Lancashire has come up with the goods. If you fancy having infinite Sweevos just Merge in the first bit of Basic from Sweevo's Whirled and put the POKEs before the USR instruction in line 80.*

POKE 48153,0:POKE 48154,0

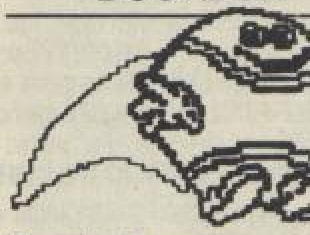


HELICHOPPER

N Norton *from Manchester has some very useful tips for the built-in cheat mode in this Firebird oldie. It certainly makes things a hell of a lot easier when people include cheat modes in a game. Anyway on with the tips. First hold down the keys '3', '7' '9' and '0' together when you're presented with the main title page. You'll then get another title page and be asked for a password — there are four of them altogether. 'Clear' will allow you to pass through objects, 'Screen' followed by a number between 1 and 23 will allow you to see a particular screen although you won't be able to play it. 'Show' enables you to cycle through all the 23 screens and 'Forever' gives you infinite lives.*

According to the author of the game there's also another password that'll allow you infinite everythings and the ability to play the screen, but I don't know what it is. Maybe you can tell me and let the whole world know via Hacking Away.

BOUNDER



Gremlin is another company that puts cheat modes in its games — they're just a bit more difficult than most! This little program from **Adrian Knight** *of Hertfordshire enables you to access them. It POKEs the codes for the word 'Bouncy' into the printer buffer. The program detects these numbers and alters its scrolling message accordingly.*

Wait until the message gets to where it says 'Cheat Mode' and prepare for a shock. Whatever you do DON'T turn off your computer at this point.

```
 5 REM BOUNDER PROG BY
ADRIAN KNIGHT
10 LET CS=0: FOR N=23296
TO 23301
20 READ A: LET CS=CS+A
30 POKE N,A: NEXT N
40 IF CS<>464 THEN PRINT
"ERROR ":STOP
50 LOAD ""
100 DATA 66,79,85,178,67,8
9
```

If this doesn't work on your version of the game you can get the same effect by POKE 23296,12 before you load the game which just happens to be what you get if you XOR all the bytes of the word 'Bouncy' together. Neat eh?

SPINDIZZY

For those of you who're having problems controlling Gerald in this brill game breath a sigh of relief 'cos **Chris Pile** *(yes another one!) from Devon sent in this program for infinite time which is effectively infinite lives. Although it's quite short it's got a Check-sum in case you make a mistake.*

```
5 REM SPINDIZZY HACK BY
CHRIS PILE
10 CLEAR 24831: LET T=0:
FOR N=23296 TO 23332: READ
A: LET T=T+A: POKE N,A:
NEXT N
20 IF T<>4022 THEN PRINT
"CHECKSUM ERROR": STOP
30 RANDOMIZE USR 23296
40 DATA 55,62,255,221,33,0
,64,17,0,27,205,86,5,243,2
21,238,1,79,17,0,159,221,3
3,0,97,205,169,5,251,62,20
1,50,147,220,195,0,178
```

FINDERS KEEPERS

R Kalton *from Cheshire (why not send in your full name and then you can be really famous?) is here with a routine for this predecessor of Spellbound. It'll give you, wait for it, good ol' infinite lives.*

```
10 REM FINDERS KEEPERS BY
R. KALTON
20 CLEAR 28672
30 LOAD "" SCREEN$
40 LOAD "" CODE
50 POKE 30394,-5
60 RANDOMIZE USR 28672
```

HACK OF THE MONTH

BATMAN

If you're a caped crusader struggling with Ocean's superb Batman game then this routine from mega hacker **Andrew Brown** *and his sidekick* **Chris Boland** *should come to the rescue. It's a biggy so it's got a Checksum to help you. All you've got to do is play your Batman tape from the beginning and it'll do the bizz.*

```
5 REM BATMAN POKES BY ABR
10 CLS: LET T=0: LET B=1:
FOR N=23296 TO 23429
20 READ A: POKE N,A: LET
T=T+A*B: LET B=B+1: NEXT N
30 IF T<>1165933 THEN
PRINT "DATA ERROR":STOP
40 PRINT TAB 7; "PLAY
BATMAN TAPE": RANDOMIZE
USR 23296
50 DATA 221,33,203,92,17,2
6,6,175,214,1,205,86,5,48,
241,243,17,41,91,213,17,13
1
60 DATA 250,33,203,97,229,
225,33,253,94,1,52,2,62,20
0,237,79,195,203,97,205,98
,91
70 DATA 33,177,250,17,177,
249,1,128,0,237,176,62,249
,50,202,249,50,206,249,50,
214,249
```

PENTAGRAM

Chris Andrews *from Northants (I'm not biased towards people called Chris — honest! There's just a lot of hackers about who happen to be called Chris) sent in this routine for infinite lives and bionic jumps. Aaaaaaargh! Sorry 'bout my outburst but it's because I spent ages trying to find this so we could map the game more easily but failed miserably. Oh, the shame! Anyway, well done Chris.*

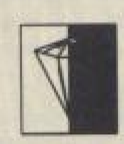
```
5 REM PENTAGRAM POKES BY
CHRIS ANDREWS
10 CLEAR 24064
20 PRINT "PLAY TAPE FROM
START"
30 LOAD ""SCREEN$: LOAD ""
CODE 24064
40 POKE 49917,0: REM LIVES
50 POKE 50751,0: REM JUMP
70 PRINT USR 24064
80 DATA 50,234,249,62,201,
50,235,249,205,177,249,33,
91,91,17,160,252,1,7,0,237
,176
90 DATA 195,127,252,175,50
,190,143,0,0,0,62,231,50,1
33,91,33,177,250,229,209,1
,6
100 DATA 2,50,133,91,206,1
0,56,11,50,133,91,174,119,
237,160,234,111,91,201,196
,128,24,241,193
```

ARC OF YESOD

128

But that's not all. Chris has also cracked the 128 version of Arc Of Yesod to give you infinite lives and some extra smart bombs when you cop it. All you have to do is to type it in, Run it and play your tape from the start.

```
10 REM ARC OF YESOD 128
POKES BY CHRIS WILD.
20 BORDER 0: PAPER 0: INK
0:CLS
30 LOAD "" CODE
40 POKE 20546,147:POKE 205
47,80
50 FOR A= 20627 TO 20644:
READ N: POKE A,N: NEXT A
60 DATA 62,205,50,133,188,
33,90,192,34,134,188,175,5
0,136,188,195,0,91
```



Right that's your lot for this month, I'm off to see if I can resuscitate ZZKJ. Don't forget to keep those POKEs and mega hacks rolling in. Send them to ZZKJ, Hacking Away, YS, 14 Rathbone Place, London W1P 1DE.

TASK FORCE

In need of perking up with a few programs? Join *Ian Hoare* and Task Force.

Well blow me down! We really hit the button with the information about merge-proofing programs we gave you a month or two ago! Hundreds of people wrote in with a variety of simple ways to make your programs merge-proof from Basic, so here goes. **Adrian Roberts** begged me to find a way to prevent his warthoggish friends from hacking into his headers. Well Adrian, that was the idea of the code in issue 7! But if you found that ineffective, have a go at this routine sent in by **Vince Crawford** of Scarborough.

```
10 POKE 23613,0: LOAD "" ETC
Make this line 0 with POKE
23756,0 (or 23814 with IF/1)
Then type POKE 23755,100
Now type in:-
10 GOTO 25600
This is saved with SAVE "file"
LINE 10
```

Trouble is, this'll only work with one line programs! Vince asks if anyone knows a way that'll work with longer ones. As it happens, **Peter Smith** from Sheffield and **Robert Stafford** from Manchester both came up with similar ideas to Vince's and these will work with longer programs. Peter also sent in a complicated routine to POKE a message into a REM statement in Line 0. Why not do 10 REM Message, POKE etc. Peter? Here goes with Robert's method.

```
Reset the computer and type in
10‹SPACE›‹ENTER›
Type in POKE 23755 (or
813),255
and follow with the rest of the
program. Save with
SAVE "filename" LINE 0
```

If you already have a program written, try Peter's method, which is to POKE 23758 (or 816), 255 just before saving.

Peter has also found a way of making a Basic line unlistable; try this — carefully!

```
Bring line down to EDIT area
with EDIT and carry out this at
the start of the line.
TRUE VIDEO
TRUE VIDEO
TRUE VIDEO
CURSOR LEFT
CURSOR LEFT
TRUE VIDEO
CURSOR RIGHT
TRUE VIDEO
IGNORING THE horrid RASP,
just
‹ENTER› the line. That's it!
```

Robert also notes that there's not much point in making a program merge-proof if you can break into it! Very true. He suggests the following POKE that seems to be cancelled out by LOADing code or by doing a CLEAR, so it should be repeated afterwards if you have to do either of these operations.

```
POKE 23613,PEEK 23730-5
```

Kevin Richards of Oxford has a slightly different way of merge-proofing.

```
9998 POKE (PEEK 23637+256*
PEEK
23638),255
9999 REM'
```

To use this, type GOTO 9998 then delete line 9998 and SAVE "filename" LINE ???? in the usual way.

Kevin also points out that there was an error in the screen clearing routine in *YS* issue 7! I left out the Line 95 which should contain LD (HL),A. Well spotted! He also suggests that instead of using a short subroutine to implement a GOTO back to Basic, all you have to do is load BC with the required line number and then do RET in the normal way. If the machine code is then called with GOTO USR addr, you'll exit to the required line. Well, you're right, but with your way, you can only go to the first statement in the line, while the routine will let you go to *any* statement number in the line.

Do you remember the question **Peter Wilson** asked back in issue 7? You know, the quirk in string concatenation (impressed?). Well, Kevin says that both methods worked okay for him, and reckons Peter was using very long strings. In fact, another reader, **SK Humphreys**, is sure that the length of the string is the problem. Here's his explanation: 'When the Spectrum splits the string, it assembles the replacement string in the workspace before putting it back into the variables area, so that for a time the memory has to handle *two* strings, each of the original length.

The detail is that the Spectrum requires more workspace when combining more elements, even if the elements are only one byte long. Why, I don't know.'

He goes on to detail some experiments and comes to the conclusion that Peter only succeeded in postponing running out of memory by some 2500 bytes at best. SK suggests that the best way to use really l-o-o-o-n-g strings is to DIMension them and enter data one byte at a time. He also reckons you'll probably have to keep a pointer array. Apparently he's maintained a 27000 byte string in this way, together with a fair-sized Basic program. Pretty mega, eh?

Leonard Gaunt from Hampton Hill near Twickenham wrote in to say that he finds the most interesting parts of *Task Force* are those illustrating the power of Basic. He refers back to issue 1 and my routine for lining up decimal figures like currency figures on the decimal point. Try Leonard's program as it's much simpler than mine. Pah!

```
10 INPUT "TAB position for
decimal point"; tab
20 INPUT "Cash figure"; a$
30 PRINT TAB; tab-LEN STR$
INT
VAL a$; a$
40 GOTO 20
```

Ten year old **Thomas Cage** from London sent a heart rending plea! 'I'm very disappointed that some of the routines in *Task Force* are not written in Basic to type in. I don't know how to translate it. Purleease could you tell me how to type it in or how to translate the programs in the mag.'

Thanks Thomas for writing. Some of the programs are in machine code — that's the language the computer *really* speaks. To help understand it, I use what are called 'assembler mnemonics' (a mnemonic is a word or phrase used to help you remember something.) If I need to remember the number 1402, for example, I use the mnemonic Valentine's Day to help me! Got it? 14th Feb or 14 02! To give another example, but this time from machine code, the Z80 chip — it does all the hard work in your Spectrum — understands the number 201 and knows just what to do when it meets it.

Trouble is, there are about 600 different combinations of 1 to 5 numbers, each of which instruct the chip to do different things and it's nigh on impossible for mere humans to remember what each numeric combination does. To make the task easier, each is given a unique mnemonic. For the number 201, the mnemonic is RET for RETurn. This is used at the end of a subroutine, in just the same way as the Basic Return command.

We need to be able to type in something vaguely intelligible, like the RET instruction, but for this to be POKEd into memory as the number 201. And that's exactly the purpose of a program called an assembler! It allows us to type in a whole program written as a load of junk, as far as the chip's concerned, that we can understand — more or less! It then translates this into numbers that make perfect sense to the chip (we hope), but which look like garbage to us!

Those programs you can't type in are written in assembler mnemonics. If you want to use them, you'll need to get an assembler. You then have to type in the mnemonics more or less as I show them (the way you type 'em in depends on the particular one, I use a format suitable for the Picturesque one), and then use a command to the program to 'Assemble' the mnemonics into numbers.

A good assembler will then enable you to save code produced either to tape or microdrive. It should also save what's called the SOURCE CODE (your list of mnemonics). You'd then be able to load it back in again, possibly adding other previously written bits, and thus create a long machine code program.

I hope that helps, Thomas, and that you now know what to do with those beastly listings. I also hope that this has been of some help to others who've written in from time to time asking what these odd listings are. One last point if you're wondering why you should bother. I'll tell you! Machine code will do more things in a fifth of the space and at 100 times the speed of Basic. Try it out and see for yourself.

Don't forget. If you've got any routines, problems, questions or comments on the column (good or bad), send them in to Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

See you next month.

EVERY ONE A WINNER!

ALL LETTERS WIN A YS BADGE

SCREEN SHOTS

Those rollicking reviewers Gwyn *Hughes*, *Rachael Smith*, *Rick Robson*, *Luke C.*, *Phil South* and *Max Phillips* get together to play the latest games. Take it away, lads (and lasses)...

CAULDRON II

YOUR SINCLAIR MEGAGAME

Palace Software/£8.99

Phil Hubble, bubble, toil and trouble... well, they never said game reviewing would be easy! Hah-ha, The Pumpkin Strikes Back. You loved him in *Cauldron*; now see him get his own back in the mega thrill powered sequel.

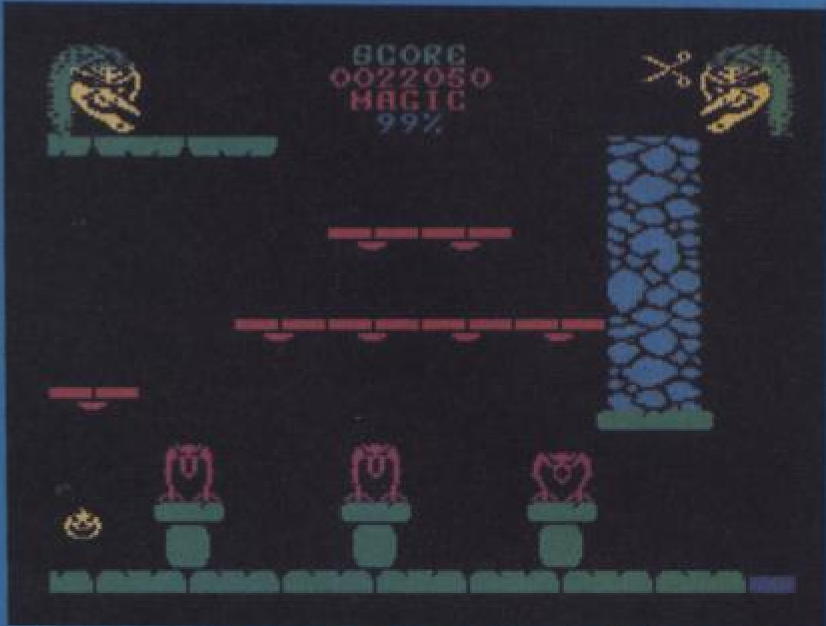
The gist of what he's after is this — he must neutralise the Wicked Witch Queen by nicking a lock of her hair and, whilst holding the Book Of Spells, drop it into the steaming cauldron deep in the dungeons. To you this may sound like a snip, but to a bouncing pumpkin it ain't that easy.

To assist you on your quest there are six magic objects to collect — the Goblet, Axe, Shield, Crown, Scissors and of course the Book of Spells. You can axe your doors down (just get yer axe together man, tee hee), shield yourself from walking skeletons, crown the Witch's killer magic, and finally snip a lock of her hair with the scissors.

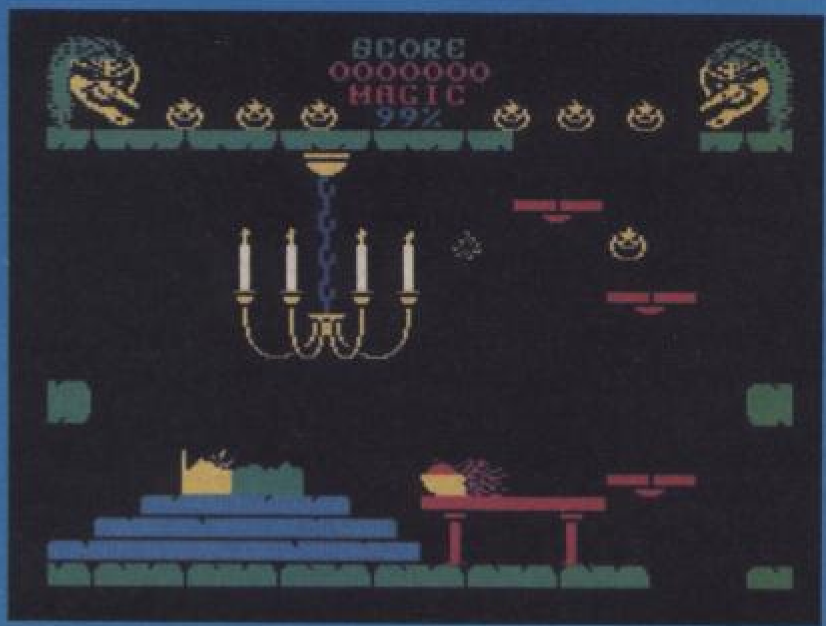
The graphics, especially the pumpkin himself, are lovely. You get so wound up in his efforts to bounce higher you find yourself bouncing in your seat trying to make him go just that millimeter higher. (*So that's what you were doing! Ed.*) The Gargoyles on the side of the Castle are brilliant. I won't spoil the fun of it for you by telling you what happens, just go up there and see.

This is truly a delightful game, with an original slant on the traditional platformery, and although the sound and the other characters were good, I must admit it was the bouncing pumpkin that really got to me in the end. It's a well programmed, nicely presented, value for money and very, very addictive game. If it doesn't rate very highly in the charts very soon, I'll turn into a pumpkin myself!

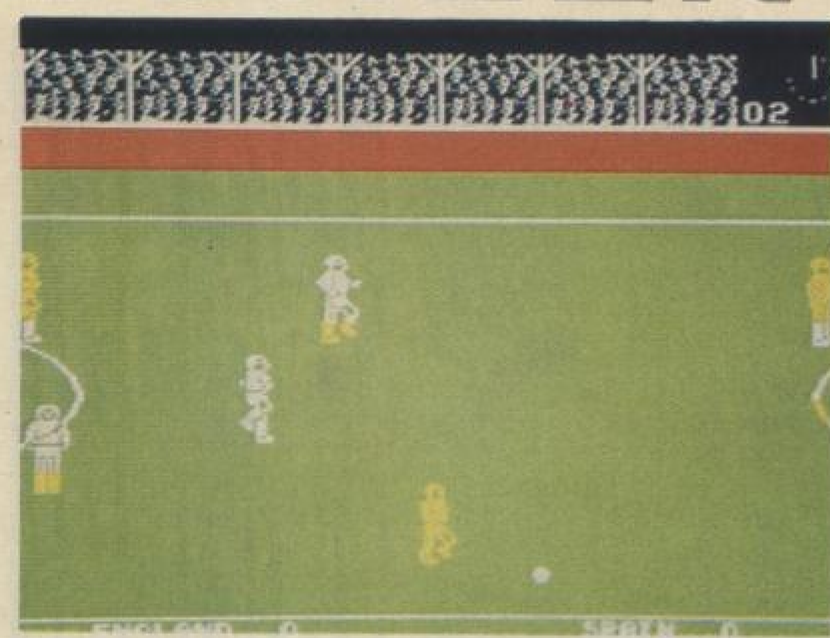
Graphics
Playability
Value for Money
Addictiveness
9



This is the Ground Floor. You must work your way up from here to the Witch's Bedroom at the top. Having gleaned the Scissors from the garden, you must then negotiate the lesser Gargoyles. You have to be at the right spot on the ground to jump over certain obstacles, so try bouncing against things to change your position.



This is the Witch's Bedroom. Zzzzzzzzzzzzzzzz. Without waking her you must snip a lock of her hair, but watch her Evil Magic (the fuzzy spark next to the chandelier) as it'll try to zap you. To protect yourself from this pernicious aura, you must get the crown from the Throne Room. Heh heh. But in order to get that you need the shield to get the skeleton.



INTERNATIONAL MATCH DAY 128

Ocean/£9.95

Rachael I think I'm beginning to get the idea of footie. Two teams of men try to kick a ball between two sets of sticks while a panel of experts talks nonsense in the background. At least that's how it appears on TV where, even as I write, England are playing 'those Argie boys' whose main weapon appears to be a midget called Dago Melodrama.

Ocean has neglected the hot air but not the hot action in this expanded version of one of its earliest classics. It's option-packed soccer, letting you choose the keys, team names and colours (all very C & A summer collection) and the skill level of the computer. Will each half actually last forty-five minutes or less? Are you playing a human opponent or the chip? You'll deserve a suck on a slice of orange even before you've reached the kick-off!

A passable rendition of the Match Of The Day theme heralds the passing proper and your reasonably animated little men line up. You control whichever player is closest to the ball, his socks changing colour to indicate the fact — a trick which could be useful for some real life teams!

The CPU's decision is final but it may also seem as eccentric as World Cup refereeing at times. It isn't helped by the fact that the player it chooses may actually be off the scrolling screen at the time of passing. Eventually though, you'll learn to predict which player it thinks is most likely to receive the kick and so you'll prepare to switch to him immediately.

Once you've beaten that particular hurdle the game becomes extremely involving. As far as I can tell, ignorant girly that I am, this is a fair old simulation of the great sport of kick ball. Success even seems to demand the same skills as the real life activity. If you dribble for too long you'll lose possession, so look for your man then pass and continue to press forward that attack.

Goal kicks, throw-ins, kick offs and corners all allow for special control, with left and right swinging the ball to one side, forward and back altering the force of the punt. When threatened with attack your goalie goes into a crouch which indicates he's under your orders and will leap most athletically in the direction you choose.

While this is no substitute for the real thing and there are occasional control problems, it's full of nice touches that make it an engaging pastime. See the crowd go wild with a roar of white noise every time a goal is scored. Thrill as the players run round waving their arms in the air and only just stop short of kissing each other.

There's not a patch or a wall chart to be seen, just a good little game, unlike *World Crap Carnival* last month. Okay, so it may not match up to Commodore's *International Soccer* standards, but that title always made Spectrum owners as green as the Wembley turf. It's a brave attempt and with England having lost the World Cup you may find some recompense playing this in the swiltering heat of your 128 — even if it doesn't let you punch goals.

Graphics
Playability
Value for Money
Addictiveness
8

DYNAMITE

Mirrorsoft/£7.95

Luke Playing an almost finished version of *Dynamite Dan II*, you'll forgive me if I don't dwell on DD becoming invisible, walking on water, re-using bombs and so on... but they're just some of the things that'll be added to the game before it hits the streets. Good news indeed, though it's already an excellent game without these planned additions.

There are eight islands, each containing 24 screens and 32 randomly strewn objects for you to collect and use. You arrive at each island via a Zeppelin... no, not the antiquated rock band, but one of those WWI windbags. The idea is to rush around each island, find the record, play it on the jukebox, get some fuel for the Zeppelin and shoot off to the next island and start again. On the eighth island, you have to blow the jukebox up and reach the safety of your Zeppelin within three minutes.

Story apart, this game's great. Each island is designed along similar lines but follows different themes. The seven islands I visited comprised a Chinese pagoda, a municipal car park, a sky scene that looked like an inside view of the brain of Monty Python's Terry Gilliam, a garden, a Greek temple, a series of caves and a factory full of pipes and so on. All very imaginative stuff, and very well conceived for the Speccy.

The screens all contain different levels of walkways, and various methods of getting from one level to another — by ladders, jumping and, of course, falling. You'll find



The nasties are designed with humour, and with a sense of fitting in with each particular island's theme.

The fine figure of a man is Dynamite Dan — he can walk left, right, and jump over most of his foes with a bit of practice.

Dynamite Dan won't come to any harm if he jumps off a level and falls a great height ... unless he falls in the water, that is.



The baddies that follow DD around not only drain his energy, but will also nick his most prized possessions if given the chance!

This is the ol' scoreboard. Every time DD collects a new object, he racks up some points — the only hassle is holding onto the objects long enough to be able to use them!

DAN II

YOUR SINCLAIR MEGAGAME

plenty of useful objects scattered round the islands — bombs can be used to blow open the safe-doors blocking your path, food boosts your oft-flagging energy levels, and so on. Watch out for the creatures lurking about the islands as they not only deplete your energy level, but also steal your most prized possessions. You wouldn't want to lose that petrol can after you travelled so far to find it would you? Each baddy seems to reflect the character and theme of the island it infests; the programmer obviously has a sense of humour as well as a talent for sprite design.

It all sounds fairly complicated, but play is very easy really and you soon get the hang of it. All the items you collect are stowed away — icons at the bottom of the screen indicating your ownership — and a bit of experimentation will demonstrate their influence over Dynamite Dan. For example, collect the dumbbell and DD increases his jumping power, wear the goggles and Dan can't be mesmerised by the mad Professor Blitzen, and grabbing the food mixer makes the food supply inexhaustable.

I found the game both tactical and extremely addictive, though I'm still not quite sure what the point of it all is. Maybe that's why it's so good. Take it from me, *Dynamite Dan II* is already a fine game... and the additional features Mirrorsoft intends to make should make it even better.

Graphics
Playability
Value for Money
Addictiveness
9



The islands are crammed full of objects that strengthen DD in his quest — with extra energy as well as supernatural powers!

Dynamite Dan can use the ladders to trog up and down between levels. They're also not a bad place to hide out from the likes of Blitzen.

Here's Blitzen, an unpleasant piece of work who hypnotises Dynamite Dan into doing weird things ... like taking a suicidal walk off the level he's on.



It's no small task finding the records and juke boxes, as there are 24 different screens to investigate on each of the eight islands.

Each time DD picks up an object, an icon appears here so you can see at a glance exactly what he's carrying.

Here's a measure of the energy Dynamite Dan has left... although it's easy to top up DD's energy levels, just eat some of the food that's lying around.

DEKORATING BLUES

Alpha Omega/£1.99

Rick Ever wondered why Dad takes the dog for a walk whenever Mum mentions decorating? It's 'cos people hate decorating with a passion beyond all bounds. But now, at last, Alpha Omega has come up with the perfect antidote to Dekorating Blues. If you want your room done out just threaten Dad with having to play this game and he'll move so quick Granny'll be pasted to the wall in the rush.

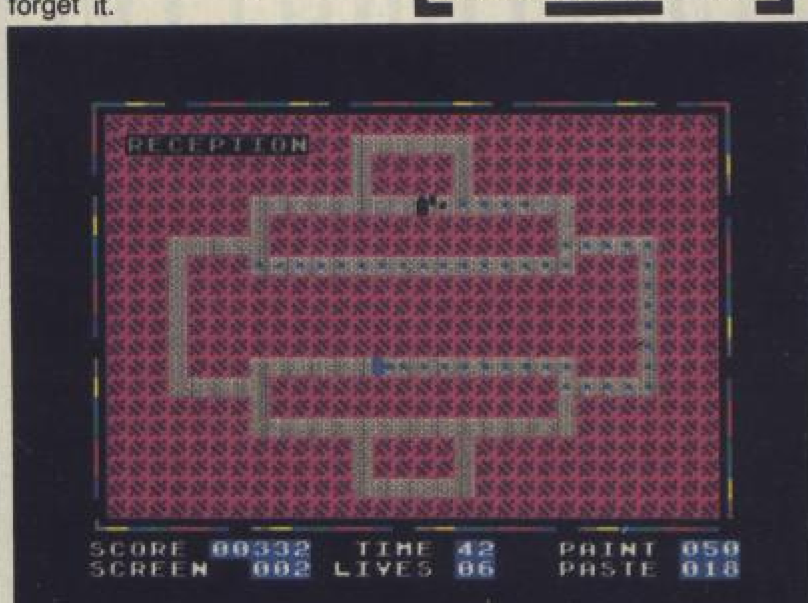
This mega-cheapo maze game is tackier than the tackiest of wallpaper paste. Its main distinguishing feature, like The Hundred Years War, is that it's very long. In theory there are one hundred and one screens but not even your intrepid reporter could fight his way through that lot. Basically the scenario is that Walter Wall has to decorate a 101 storey house while Matt Gloss does his best to sabotage your efforts.

Disguised as a paint brush (!), you have to whizz round a load of corridors. Trouble is you've got the turning circle of a beached whale so don't get too excited. Murderous mutants will either mash you up or worse, lick up your paint (bleeurgh!). But at least you can spill paste in their path and bring them to a (momentary) sticky end. And luckily enough you don't have to paint a whole floor before you're zapped to the next screen.

On-screen info tells you your score, time (counting down from fifty seconds), lives (ten), and how much paint and paste you have left. The graphics are dismal — splodges chase round dots, attribute problems abound, it takes forever to load and has music and voice-overs of such clarity they make the British Rail tannoy sound like a Bang and Olufsen system.

If your idea of decorating is the interminable painting of the Firth of Forth Bridge then you'll be panting to get after this. Otherwise, forget it.

Graphics
Playability
Value for Money
Addictiveness
3



DEATHCHASE

2.99 Classics/£2.99

Gwyn What a shock! When this first came out it was regarded as a fine example of programming. A speedy race through the trees against the big bikers, it was reminiscent of the *Star Wars* forest chase.

Plus ça change... The copyright date for this is 1983 (so long ago?) and it is 'For any Spectrum'. Yes, in those days people still owned 16K midget machines. And yesterday's state of the art is... well, read on!

Not that *Deathchase* is actually bad. In fact, if you sit close enough to the screen you're sure to be swaying with the motion and wincing as you crash headlong into the mighty oaks.

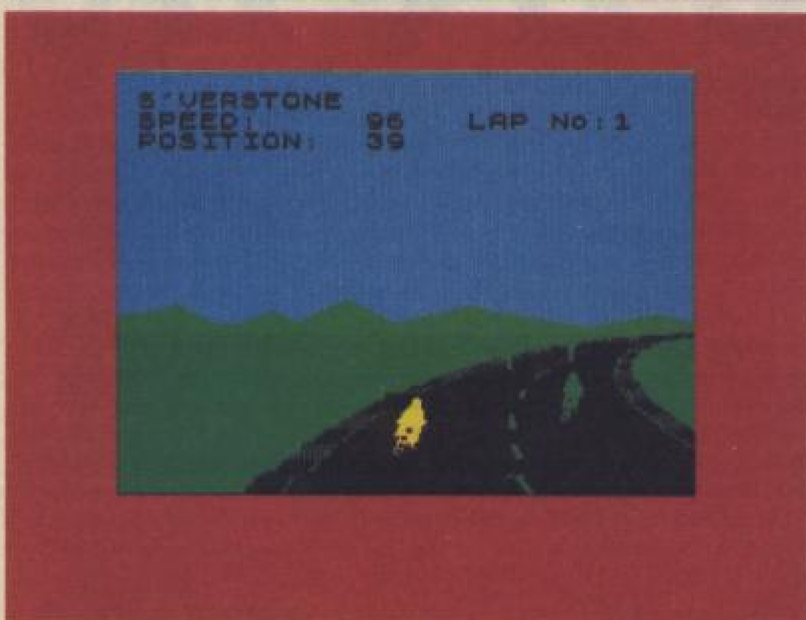
It's quite addictive, trying to keep up the revs, because you can only blast the enemy with your front firing cannon when you're at top speed, and going for the bonus helicopters and tanks. But underlying this is a sense that it all looks very primitive nowadays.

Maybe some classics would be best left in human memory rather than revived in the micros. Certainly *Deathchase* would be better priced as a 1.99 classic.

Graphics / Playability / Value for Money / Addictiveness — 6



FULL THROTTLE



2.99 Classics/£2.99

Phil Good grief! This takes me back. I remember when this game came out! At the time everybody went coo, phweep, wow, cor, flip, zowie about it. It was with some trepidation that I loaded one of my old faves, hoping that two years of accelerated sophistication in games didn't kill it for me....

Phew! The loading screen was a bit dicey there. All puke green and migraine magenta. But the game looks fair enough I guess. Let's take it for a spin. Vrrrrroooom! Hey, not bad. Shame there's no gears, but I s'pose it's a bit easier as an automatic transmission jobby.

In its time this was a first class simulation. Fortunately time hasn't diminished its playability (or indeed credibility) in the simulator arena. Basically, if you don't own a copy of this genuine classic, then at just under three quid you can't afford not to have *Full Throttle* on your shelf.

No *FT*, no comment.

Graphics / Playability / Value for Money / Addictiveness — 8

SKOOL DAZE

2.99 Classics/£2.99

Rachael It's not so long since I sung the praises of *Skool Daze*'s sequel and now the original ants nest of evil urchins is available at a knock down price — as in knocked down by a catapult shot.

Other ways to get knocked down in *Skool Daze* are by bully's fist or somebody sneaking into your desk. You get lines for sitting on the floor which seems unfair, but isn't that just like school?

Actually, you get lines for anything in this educational establishment, which makes your task of retrieving your rotten report from the head's safe a tricky combination of tactics and timing.

The odd security system means you have to hit the school shields, sometimes jumping off floored friends for extra height, then knock out the staff for the code. All in a day's work for the scholastic adventurer.

Not so sophisticated in plot as its predecessor, this is still a Sinclair classic with its good humoured style. If you don't already have it you really must at this price. Top of the Elite re-release form.

Graphics / Playability / Value for Money / Addictiveness — 8



GRIP STICK · GRIP STICK · GRIP STICK · GRIP STICK · GRIP STICK · GRIP STICK · GRIP STICK · GRIP STICK · GRIP STICK

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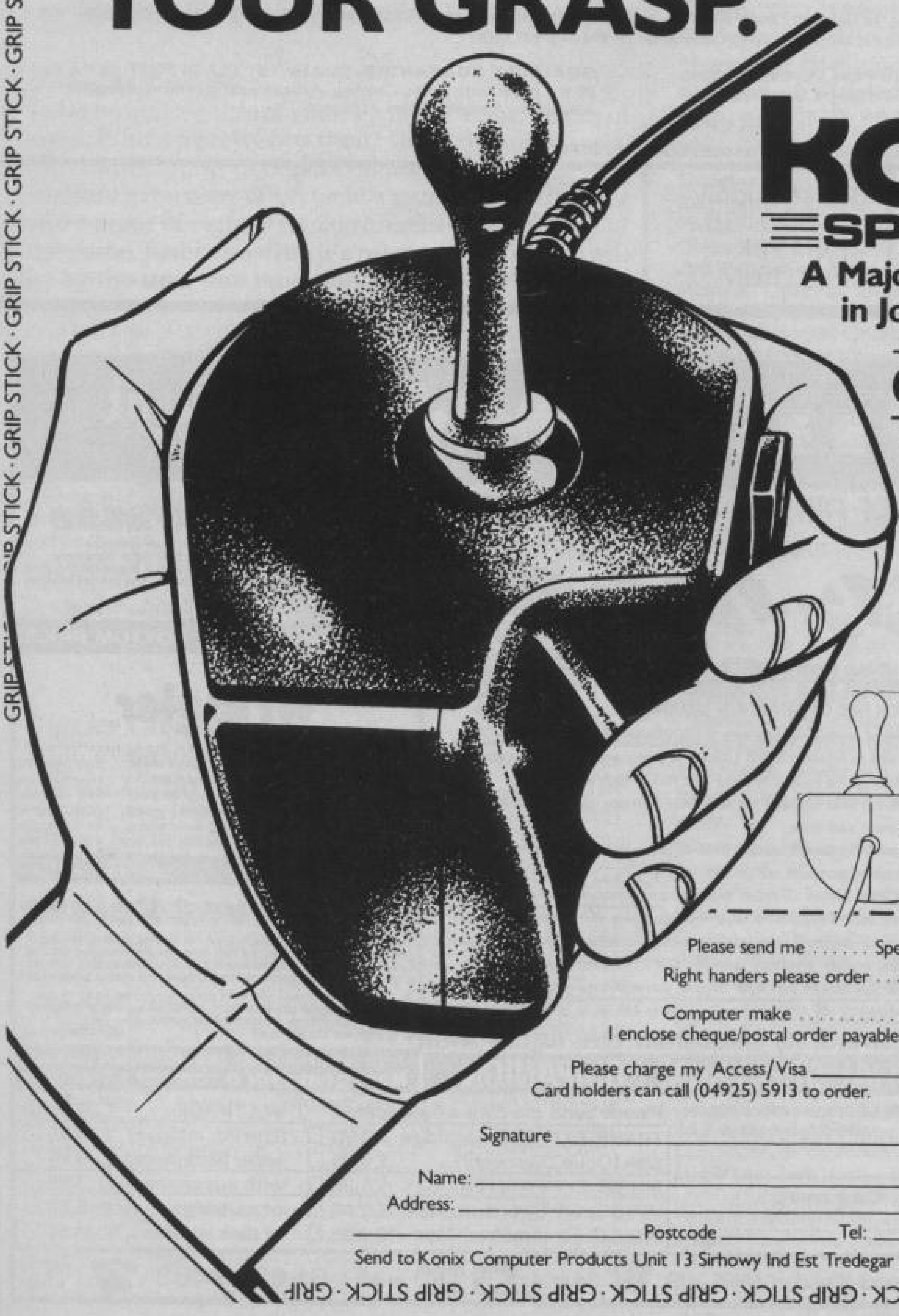
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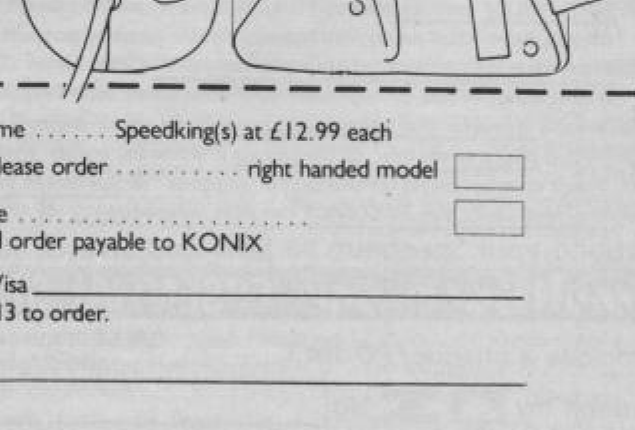
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COMPO WINNERS

No-one was foxed by Ariolasoft's Skyfox *Compo in the April issue. These 30 readers came up with the correct answer of 'a vixen' and win a* Skyfox *transfer/T-shirt kit.*

D Lloyd of Stockwell, London; T Crampin of Goxhill, Barrow on Humber; Stuart Orr of Ballygowan, Co Down; Mike McGunigle of Liverpool; Peter Brannelly of Church Stretton, Shropshire; Ian Lathwell of Greenford, Middlesex; Nicholas Gilbey of Ealing, London; Martin Nicholas of Estover, Plymouth; Shirley Warren of Atherton, Manchester; Simon Lennox of Castledawson, Co Londonderry; Andrew Dellbridge of Hornchurch, Essex; S Pawson of Doncaster, S Yorks; G Kinsella of Runcorn, Cheshire; Justin Hamilton of Dursley, Glos; Paul Houston of Blackburn, Lancs; Robin Briggs of Islington, London; Michael Batho of Barrow in Furness, Cumbria; L Shotbolt of Dunstable, Bedfordshire; Derek Tate of Great Yarmouth, Norfolk; Enc of Barry, S Glamorgan; C Proudlock of Jarrow, Tyne and Wear; Lee Russell of London; P Serbert of Harrogate, N Yorks; David Swegen of Farsta, Sweden; Gary Williams of Bewdley, Worcs; Matthew Jones of Bromyard, Herefordshire; S Golding of Redditch, Worcs; E Bennett of Tenerife Sür, Canary Islands; John Hendry of Arradoul by Buckie, Banffshire; David Billson of Chipping Sodbury, Bristol.

Goonies Compo

Yo ho ho and a gottle of geer. Pieces of eight, pieces of eight. Who's a pretty boy then? Ooh arr Jim lad. Yep, the results of the *Goonies* Compo are here. The four winners get a copy of US Gold's games, *The Goonies* and a piece of eight. The 20 runners up get a copy of the game, just as soon as it's released — which it will be by the time you read this!

Winners:
Ross McLaren of Aberfeldy, Perthshire; Kevin Webb of Broadstairs, Kent; Scott Donoghue of Romford, Essex; R Stevens of Saundersfoot, Wales.

Runners up:
Muriel Howard of Hellesdon, Norwich; Henry Shades of Glasgow; Stephen Hall of Shildon, Co Durham; B Morris of Rochdale, Lancs; Iain McMurdo of Lincoln; Bernard Oattes of Caversham, Reading; Paul Goldspink of Barton upon Humber; Gavin Davis of Crawley, Sussex; Wayne Taylor of Syston, Leicester; Derek Cooper of Glen Parva, Leicester; Iain Wood of Croxley Green, Herts; Greg Brockbank of Torpoint, Cornwall; Robert Pritchard of Swinton, Manchester; Jerry Birnie of Glasgow; Ian McDonald of Leeds; David Marshall of Romford, Essex; Colin Shaw of Cumbria; B Matthews of Sleaford, Lincs; D Firman of North Harrow, Middlesex; Steven Hayward of Pocklington, York.

Biggles Compo

Stand to attention, chaps — here are the results of the spiffing *Biggles* Compo from the May issue. The winning caption came from Iain Wood of Croxley Green, Herts and was:
"I've heard of a dogsbody, but this is ridiculous".

The second prize winners were:
Alex Mackenzie of Glasgow ("Assault with no battery"); D Mosedale of Edgbaston, Birmingham ("Tally-ho chaps, I can see five bandits at 12 o'clock "); Alistair May of Elgin, Scotland ("Faster chaps, we're running out of runway"); R Calvert of Sittingbourne, Kent ("See if I've got it right, Algy. He said when he's ready there'll be two jerks on the line").

The runners up were:
Ian Hamilton of Aberdeen, Scotland; Anthony Burgess of Burnley, Lancs; Brian Barr of Prestwick, Scotland; S Flynn of Andover, Hants; Barrie Day of Rayleigh, Essex; Howard Carlisle of Horsforth, Leeds; Mark Rayner of Wembley, Middlesex; Steven Wraxall of Wythenshawe, Manchester; K Grzesik of Treeton, Rotherhams; C Moore of Intake, Sheffield; Andrew Ekins of Edenbridge, Kent; P Reynolds of Sleaford, Lincs; Gareth Evans of Amlwch, Anglesey; Dave Edwards of Higher Blackley, Manchester; Richard Voaden of Cirencester, Glos; Stephen Parker of Plains Farm, Sunderland; Paul Duncan of Southfields, London; Paul Hargreaves of Freckleton, Lancs; G Smith of Barnet, Herts; R Bird of Selly Oak, Birmingham; Mark Franklin of Northolt, Middlesex; G Clark of Gillingham, Kent; Simon McConnell of Dunstable, Beds; James Beattie of Dundee, Scotland; Arthur Adams of Luton, Beds.

Opportunity Knocks

Remember back in *YS3* we ran an Opportunity Knocks feature where you had to vote for your favourite listing in the mag during the previous six months? (Course you do, it wasn't that long ago, really). Well — here's the moment you've all been waiting for! The results!

Way out in front on the number of votes received was M Rai of Gravesend, Kent for his superb *Chopper Mission*. He'll be getting the Spectrum 128 soon. The lucky dip winner was pulled from the pile by the lovely T'zer (though what he was doing in the pile, who knows!). It turned out to be A Swankie of Motherwell, Lanarkshire, who'll be getting this month's top ten games in the *Hit List* in this issue.

FA Cup Compo

Over the moon, Brian! That's what the winners of the FA Cup Compo will be when they get their prizes. A Minerva football and copies of Virgin's *FA Cup Football* are on the way to:

Winner: C Middleton of Sheffield, S Yorks.

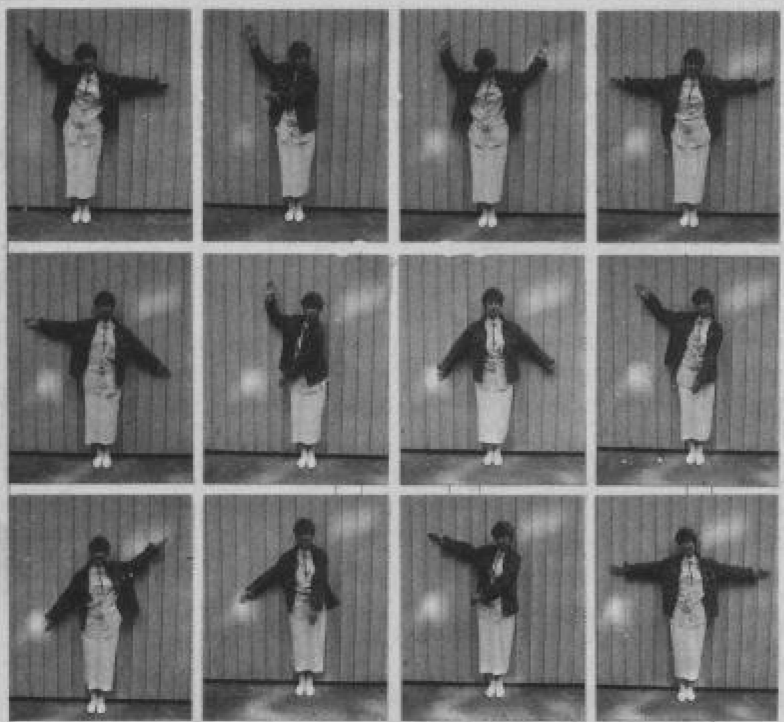
Runners up: Neil Parker of Taunton, Somerset; Patrick Lord of Swinton, Manchester; Chris Huggett of Great Yarmouth, Norfolk; Philip Horswill of Runcorn, Cheshire; Steven Tait of Toryglen, Glasgow; A Bogue of Stourport, Worcs; Mark Richardson of Hull; Jon Sendel of Jordanthorpe, Sheffield; Marc Runkee of Hull; Michael Clark of Dumfries, Scotland; Trevor Stevenson of Tamworth, Staffs; Craig Beattie of Linwood, Renfrewshire; C Moore of Intake, Sheffield; Brian Barr of Prestwick, Scotland; David Donkor of Kilburn, London; R Tregale of Slough, Berks; I Bebbington of Helsby, Warrington; Neil Skinner of Exmouth, Devon; Bryan Duffin of Wirral, Merseyside; Niel Humphreys of Aberystwyth, Dyfed; Simon Kilbane of Southcote, Reading; Alan Saunders of Sedbergh, Cumbria; Martin Cleaves of Letchworth, Herts; A Taylor of New Malden, Surrey; Alistair McLeod of Dunfermline, Scotland; John Lewis of Egremont, Cumbria; Andrew Allen of Caversham, Reading; Simon Bielecki of Didsbury, Manchester; Andrew Coates of Beverley, N Yorks; Paul Featherstone of Wigan, Lancs.

Lord Of The Rings Compo

Tell us the story of the *Lord Of The Rings* in less than 25 words, we said. Okay, you said, and did. Adrian Taylor of Lutterworth, Leics gets a hologram for this: *"Some nurd chucks a perfectly good ring down a volcano. A local vagrant stands for the kingship and everyone beats up the number one bad guy."* Saves having to plough your way through all those pages now.

The runners up were:
John Hughes of Longlevens, Glos ("YS London Westearth. Awesome trek completed Stop Lost some won some Stop Ring is dead long live king Stop Frodo"); Mike Fraser of Burnham on Sea, Somerset; J Bate of Dawlish, Devon; Stephen Nolan of Walton, Liverpool (A monster mashin', orc slashin', map readin', horse ridin', ring wearin', spell castin', cavern wanderin', beer drinkin', hair rasin', mega brill adventure); Cpl Chris Sidney of RAF Kinloss, Morayshire; Neil Shiel of Budleigh Salterton, Devon; M Robley of Brampton, Cumbria; Michael Atkinson of Skelton, York; Ivan Logan of Huntinton, York; Peter Luckham of Fallowfield, Manchester; Geoff Balding of Bury St Edmunds, Suffolk; Richard Rodwell of Ross on Wye, Herefordshire; I Stevenson of Bradford, W Yorks; Jeff Green of Harrow, Middlesex; Mike Plucknett of Plymouth, Devon; John Pearson of Kingston upon Hull; G Burnett of Stourbridge, W Midlands; Don Walshaw of Pontefract, W Yorks; Des O'Connor of Wembley, Middlesex; Paul Hanley of Boothville, Northampton; Andrew Lea of Ormskirk, Lancashire; Peter Cooke of Mansfield, Notts; Paul Fulcher of Thetford, Norfolk; Christopher Haines of Barnwood, Glos; S Kaliszczak of Lytham, Lancs; Eric Hamilton of South Bretton, Peterborough; James Spencer of Exhall, Coventry; Shaun Mallett of RAF Gutersloh, BFPO 74; Zeno Campbell-Salmon of Robertsbridge, E Sussex; Stephen Albrow of Oulton Broad, Suffolk.

12 T'zers for 15 quid!



What's your soma for?

Are you a T'zer fan? You are? Boy, do you need help. Seriously though, if you want to buy 12 most kissable ***T'zer*** columns, plus 12 crazy ***Hex Loaders***, more than 12 mega-amazing ***Compos,*** hundreds of ***Screenshots*** reviews, 30 or more ***Megagames***, 12 ***Poster Maps***, 48 pages of ***Program Power*** listings, squillions of ***Hard Facts,*** 72 pages of wacky ***Frontlines, QL News, Hit List***, a veritable dungeon made of pages of ***YS Adventures, Task Force***, more utilities than the average aardvark has time to load in his lifespan, and YES . . . !!! Here's your flipping partridge in a pear tree!



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GHOSTS 'N' GOBLINS

YOUR SINCLAIR MEGAGAME

Elite/£7.95

Rachael It's close to midnight and the shivers are running up and down my spine — which wouldn't be so bad only they're wearing spiked running shoes!

The reason for my terrible state is that the living dead are out to get me and I don't mean the staff of *YS* — they're just brain dead! Instead we're talking about the abduction of my beloved (not Gwyn — you're welcome to him) by a gargoyle, and if that leaves a nasty taste in your mouth then gargoyle with antiseptic.

Being a noble noble it's all in a knight's work to nobble the forces of evil instead of snaring another bird. So hi-ho, hi-ho, it's gravely to the cemetery we go, where all manner of unmannerly man-monsters are massing for a massacre. It's a clear case of never mind the warlocks, here's the six six six pistols.

When you face these felons you must be feline happy because you get nine lives, that're effectively doubled because when you're first grazed by a whisker you leap out of your armour but not your skin. Be glad the Spectrum isn't hi-res when you run around in your undies or everybody would be able to see if you're wearing clean combies!

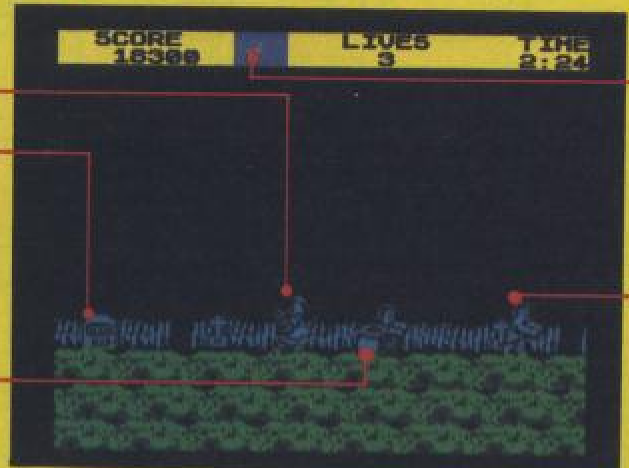
If the ghouls grab you, the raven swoops down or the punk plants gob on you in this state of undress you're a gonner, taking the Z(ombie)-Plan diet and becoming a bag of bones in a trice. It's also back to the start of the section, so watch it!

After you've conquered another gargoyle (it'll take several hits) you're in for a little island hopping on a moving island before you're ready to face the frights of the second sector. How I wish I could report on these terrors but I'm still battling the guardian of the gates. Apparently next up are lifts and the game goes platform, so look before you leap because the sky is alive with the sound of monsters.

This is another superb arcade conversion from Elite who's really doing great things in this field — or should that be graveyard? It's very difficult, but also highly addictive. There are slight graphics problems with a little flicker in the graveyard and sometimes the sprite collisions aren't as accurate as they might be — though as this is in your favour I wouldn't complain.

Your monochromatic noble is also indistinct at times when he's against a dark background but at least there are no attribute clashes to brighten the sombre mood and if the front end seems bare as bones that's surely because the memory is all used up for gameplay.

In short, play *Ghosts 'n' Goblins* and you'll be grabbed by the ghoulies. And as a non-sexist note for that half of the population without ghoulies, don't worry — it'll give you the willies!



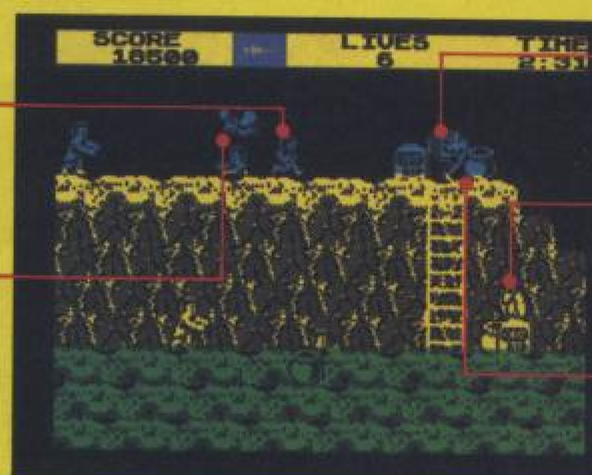
Early in the quest and your knight's as snug as a sardine in his tin suit.

Hurdling the headstones is a grave concern if you land on an emerging ghoul. To avoid zombies up your jacksie, try to hit the top then look before you leap.

What's cooking? Kill the creepies who carry cauldrons and you get a chance to change weapons for muchos points.

It's an ice cream cone... no, a flaming torch — probably the least useful of the three weapons though you can toss them off the top of gravestones. Still, I prefer six inches of steel any day.

It's a nice idea to send the points sky high by dawdling and doing in the undead but if time runs out it's your knight who'll soar heaven-wards!



The unhappy birthday suit leaves our hero vulnerable to any violence. But just look at the detail in that figure — such a magnificent... physique!

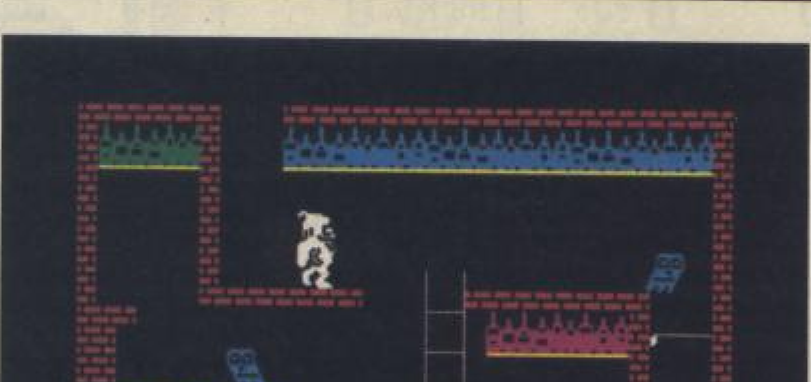
Quoth the raven 'One go more'. You'll be ravin' if this carrion bird carries you to your death so prepare to fire before it swoops down.

Not so much a snap dragon as a spit dragon. Goodness gracious, great balls of fire, so weed it out before it cremates you!

Don't just drop down from that top level. Another crow lurks on this grave and it'll come after you so keep an eye on your rear view mirror.

Not a spitoon for the gobbing gladioli but a useful source of bonus points so you'd be potty if you neglected these.

Graphics
Playability
Value for Money
Addictiveness
9



SUMMER SANTA

Alpha Omega/£1.99

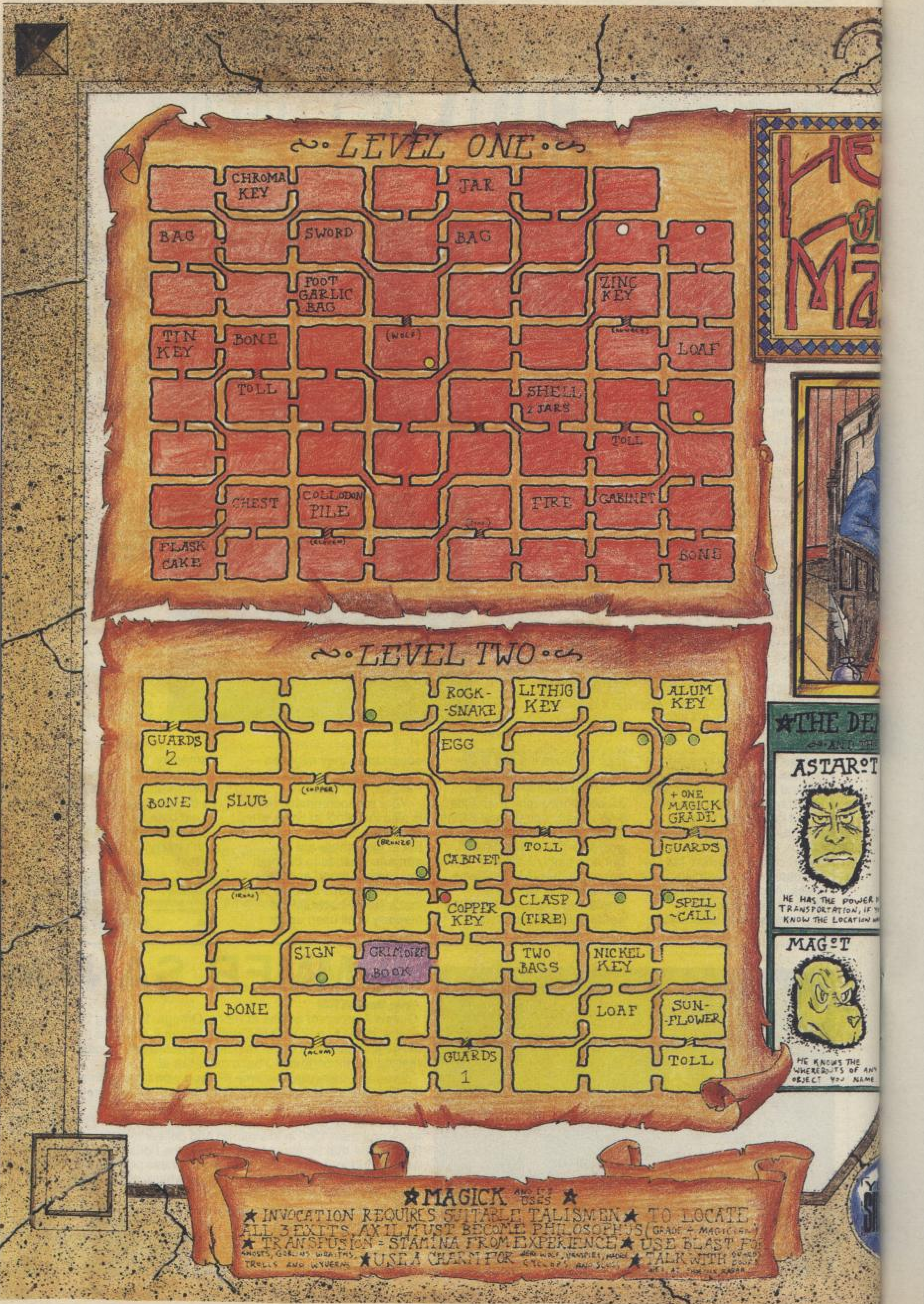
Gwyn A program arrives at Alpha Omega, featuring Santa Claus. What to do? Wait till Crimble to put it out? Call it *Summer Santa* and release it in the middle of a heatwave, hoping nobody notices the incongruity? That's more like it!

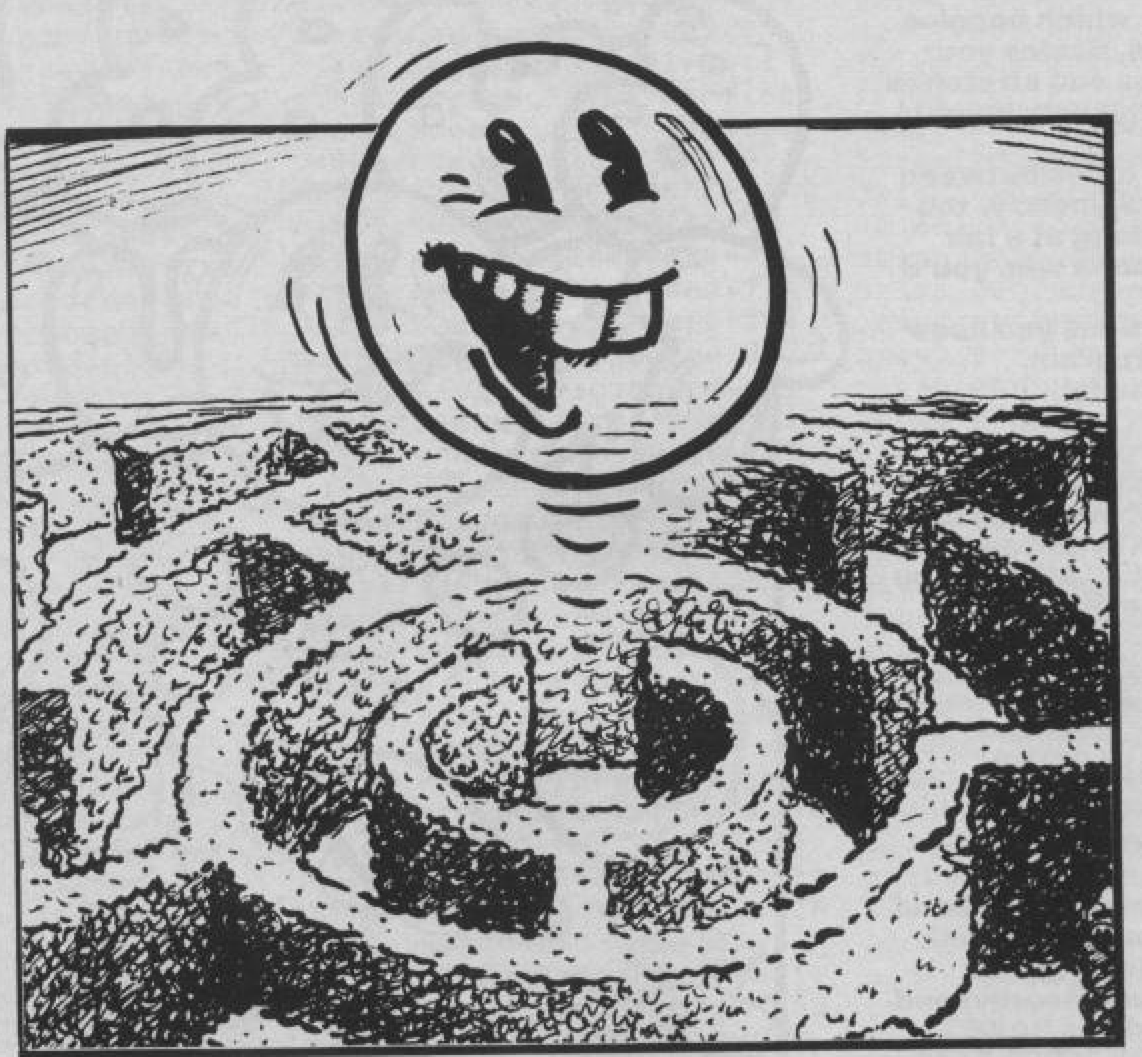
Even if you swallow the time slip you won't ignore the fact that Jet Set Santa is a flasher! The bearded old sprite flickers like a strobe light in a disco.

Plotwise, it's collect the pressie from the grotto (and there's more grot than 'Oh!' in this game) and deliver it to the stocking. Remember that bit about '...all through the house, not a creature was stirring, not even a mouse...'? Not in this place! It's alive with barking dogs; rampant with wandering whatevers; tedious because you've seen it a thousand times before!

It's insane to release this, even at £1.99, when Mastertronic is offering so much more for the price, but then again, there never was any sanity clause in the software industry.

Graphics
Playability
Value for Money
Addictiveness
4


LEVEL ONE
CHROMA KEY
JAR
BAG
SWORD
BAG
FOOT GARLIC BAG
ZINC KEY
TIN KEY
BONE
LOAF
TOLL
SHELL 2 JARS
TOLL
CHEST
COLLODON PILE
FIRE
CABINET
FLASK CAKE
BONE
LEVEL TWO
ROCK-SNAKE
LITHIG KEY
ALUM KEY
GUARDS 2
EGG
BONE
SLUG
(COPPER)
+ ONE MAGICK GRADE
(BRONZE)
CABINET
TOLL
GUARDS
COPPER KEY
CLASP (FIRE)
SPELL-CALL
SIGN
GRIMOIRE BOOK
TWO BAGS
NICKEL KEY
BONE
LOAF
SUN-FLOWER
(ALUM)
GUARDS 1
TOLL
MAGICK AND ITS USES
INVOCATION REQUIRES SUITABLE TALISMEN
TO LOCATE ALL 3 EXITS, AXIL MUST BECOME PHILOSOPHUS (GRADE 4 MAGICIAN)
TRANSFUSION = STAMINA FROM EXPERIENCE
USE BLAST FOR GHOSTS, GOBLINS WRAITHS, TROLLS AND WYVERNS
USE A CHARM FOR WEREWOLF, VAMPIRES, MAD CYCLOPS AND SLUGS
ASTAROT
HE HAS THE POWER
TRANSPORTATION
KNOW THE LOCATION
MAGOT
HE KNOWS THE WHEREABOUTS OF ANY OBJECT YOU NAME



PROGRAM POWER

PULL-OUT

BUBBLE TROUBLE
DEFUSION

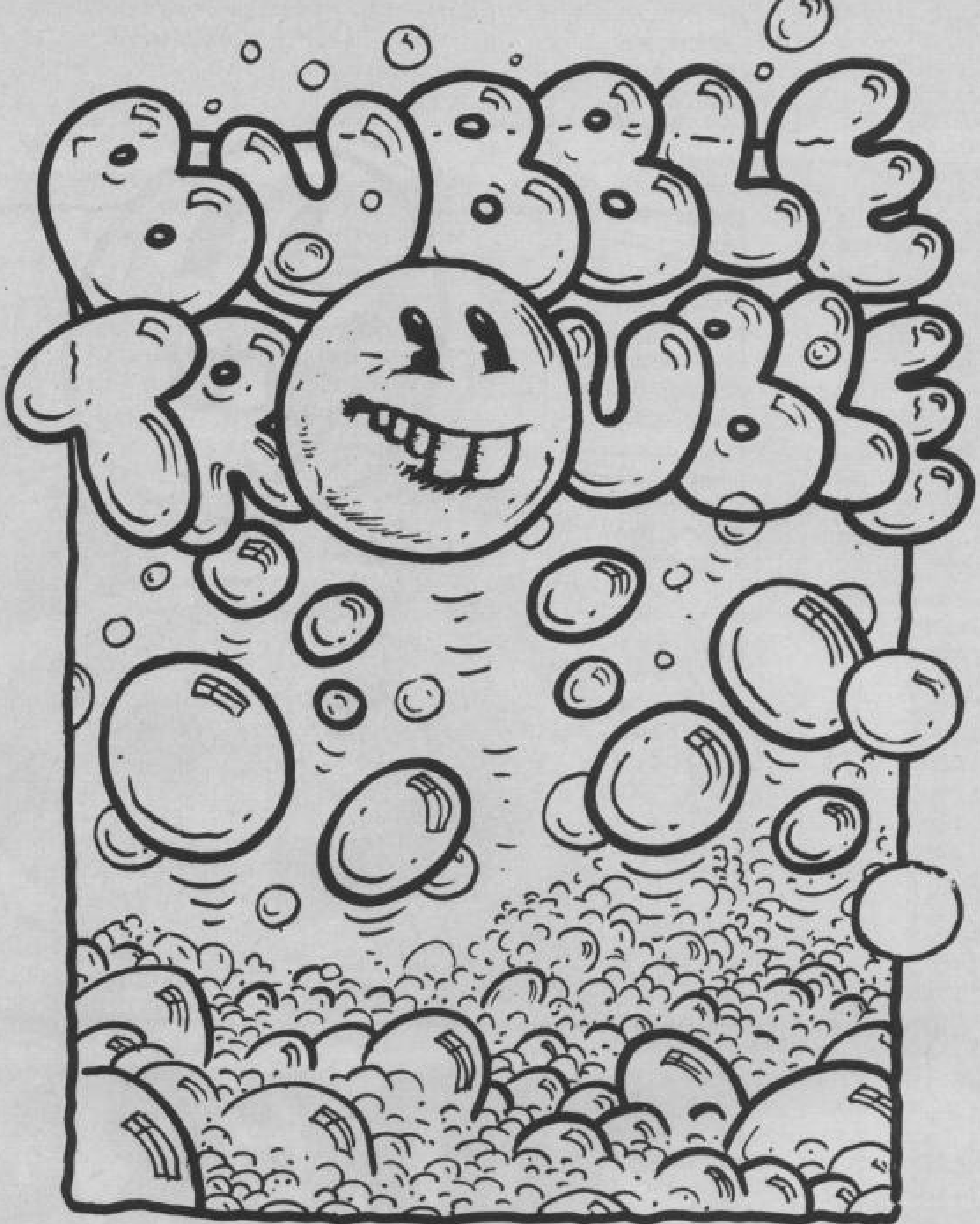
AVAILABLE ON DIGITAPE

Unbelieve-a-bubble. Never, ever, ever did we ever think it was possible. But it's happened. A game has been submitted to Program Power which boggles the very nodules, tickles your fancy and strains and stretches on tippy-toe to the very heights of greatness . . .

Looking like a cross between *Pentagram* and *Spindizzy,* the game bubbles along at a fair lick, so if you wanna win, you'd betta be good!

All the instructions you need are within the program.

Unforget-a-bubble!



by Brian Skidmore

BASIC LOADER

Here's the Basic program that'll boot up the machine code, once installed. Type it in and save it as SAVE "BUBBLE" LINE 1, You have already? Gosh, that was quick!

```
  10 BORDER 0: PAPER 0: INK 0: C
LS : PRINT AT 6,9; INK 7; BRIGHT
 1;"BUBBLE TROUBLE";AT 10,11; IN
K 7; BRIGHT 1;"IS LOADING";AT 14
,10; INVERSE 1;"PLEASE WAIT.": L
OAD ""CODE : LET a=USR 37087
```

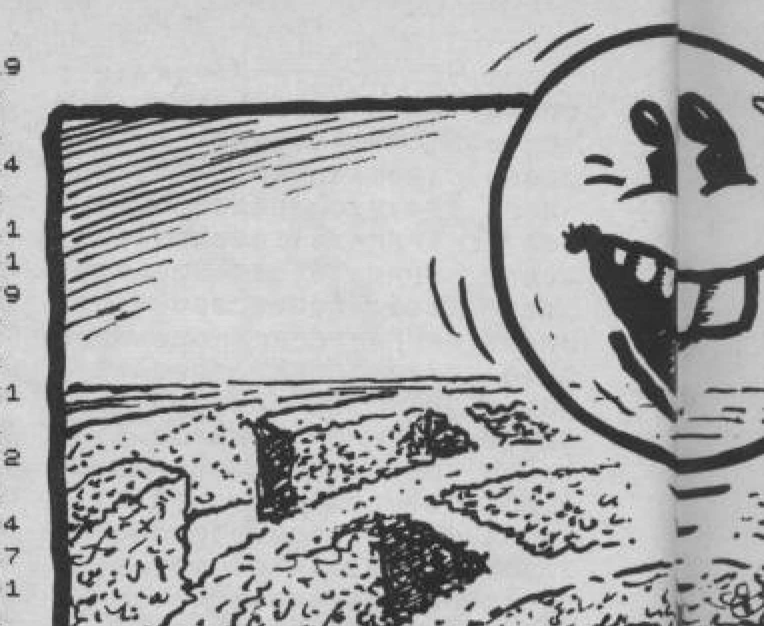
HEX DUMP

And here it is! Cor, blimey! Good innit? You can't see it . . . well type it into the General Hex Loader (to be found nearby) and conserve the code as SAVE "TROUBLE" CODE 30000,7140. The game is now ready to toast your brain cells. That is, of course, if you've got any left!

```
30000:000000000001071F=39
30008:0001071F7FFFFFFF=931
30016:0080E0F8FEFFFFFF=1619
30024:00000000000080E0F8=600
30032:7F5F67797E7F7F7F=953
30040:FFFFFFFF7F9FE7F9=1786
30048:FFFFFFFFFEF8E58A=1889
30056:FEFAE48A54AA54AA=1378
30064:7F7F7F7F7F7F7F7F=1016
30072:FEFEFEFEFEFEFEFE=2032
30080:55AA55AA55AA55AA=1020
30088:54AA54AA54AA54A8=1014
30096:1F07010000000000=39
30104:FEFEFE7E1E060100=925
30112:55AA54A840800000=699
30120:4080000000000000=192
30128:FFFFFFFFFEF8E080=1874
30136:FEF8E08000000000=854
30144:7F1F070100000000=166
30152:FFFFFFFF7F1F0701=1186
30160:0000000000000000=0
30168:0000000000000000=0
30176:0000000000000000=0
30184:0000000000000000=0
30192:0000000000000000=0
30200:0000000000000000=0
30208:0000000000000000=0
30216:0000000000000103=4
30224:80E0F8FEFFFFFFFF=1874
30232:0000000080E0F8FE=854
30240:00000103173F7FFF=472
30248:173F7FFFFFFFFFFF=1488
30256:0000000000000000=0
30264:0000000000000000=0
30272:0000000000000000=0
30280:0000000000000000=0
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30344:00008040A050A854=684
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30376:A840800000000000=360
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30440:FFFFFFFFFFFFFFFF=2040
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30568:70F8F8FCFCF8E488=1724
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30600:54A854A854A854A8=1008
30608:1F07010000000000=39
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```

```
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30896:FFFFFFFFFEF8F0E0=1986
30904:FEF8E08000000000=854
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30920:FFFFFFFF7F1F0703=1188
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31064:001010101018191B=140
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31080:0000000000080888=152
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31992:FFFFFF0000000000=765
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32008:0001033F3F3F7F7F=447
32016:FFFFFFFFFFFFFFFF=2040
32024:FFFFFFF8FFFFFFFF=2033
32032:FFFFFF3FFFFFFFFF=1848
32040:FFFFFFFFFFFFFFFF=2040
32048:FFFFFF0000000000=765
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32232:FF1F07FFFFFFFFFF=1568
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32256:0000000301010000=5
32264:000000FFFFFFFFFF=1275
32272:7F7F7FFFFFFFFFFF=1656
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32456:FFFFFFFFFFFFFFFF=2040
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32584:1AD511B075FE0028=843
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32624:0010EDB0E1D1C1F1=1297
32632:C9F5C5218EC81AFE=1298
32640:00281347C5011E00=358
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32664:FE00281347C50122=616
32672:00A7ED42CB442804=785
32680:7CD60767C110EE13=914
32688:1AFE00281347C501=608
32696:4000A7ED42CB4428=845
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32736:00ED52B6D1E11214=973
32744:2310EFD1F1133D20=852
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32760:00ED5ACB442806F5=889
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32832:FE002031DD7E03FE=939
32840:012815119D80CD79=690
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32864:119D80CD797F11B3=951
32872:7CCDCB7FDD360300=937
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32888:CD797F11B37DCDCB=1182
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33224:7E3DDDBE01280523=679
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33688:8282FE00FE8282FE=1282
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33872:FFFFFFFF00000000=1020
33880:00C0F0FC33CC0300=942
33888:00000000FFFF3FCF=780
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33920:FFFFFFFFFFFFFFFF=2040
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33936:0C030000FFFFFCF3=1020
33944:CC30C000CC33C000=891
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34032:00000000FFFF3FCF=780
34040:3FFFAA55FFFFFFFF=1593
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34312:3E19CD6386DD219D=936
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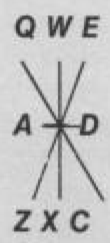
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36664:00C821C18F113680=768
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36696:0C00DD3508CD8F86=776
36704:217888119D800103=595
36712:00EDB021C78F1136=859
36720:80010600EDB02A7C=714
36728:882BCB7E2805DD36=828
36736:0602C9DD360603C9=694
36744:3ACD8FFE01200D11=723
36752:9D80CD797F116A89=998
36760:CDCB7FC9FE02200D=1037
36768:119D80CD797F116A=878
36776:8ACDCB7FC9FE0320=1163
36784:0D119D80CD797F11=785
36792:6A8BCDCB7FC97676=1217
36800:C9CD888FC39880DD=1381
36808:7E04FE0120010000=418
36816:DD360A0021004011=399
36824:01400100103600ED=373
36832:B021EB58060A3647=673
36840:2310FB3E0921EC40=706
36848:112090CD638621EB=899
36856:40112990CD179021=671
36864:ED40113190CD1790=883
36872:21F240113990CD17=785
36880:9006C87610FDC906=944
36888:081A77132410FAC9=675
36896:0A1D0E1D1D151D0E=175
36904:17FE8080DEC2C2FE=1397
36912:00FE9292D2C2C2C2=1338
36920:0082828282442810=644
36928:0000DD3609002100=317
36936:4011014001001036=217
36944:00EDB0218858060F=691
36952:36452310FB21E758=777
36960:061236452310FB21=482
36968:4B59060A36452310=354
36976:FB21884011B3903E=886
36984:0FCD638621E74011=798
36992:C2903E12CD638621=889
37000:4B4811D4903E0ACD=797
37008:6386218B40112990=671
37016:CD179021ED401139=780
37024:90CD179006FF21F2=1052
37032:40113190CD179076=764
37040:10FDC90C15141D17=575
37048:0A1C19130A1C1215=159
37056:14181A15191D110A=172
37064:1D0E1D0C151D1613=175
37072:0E1C0E0D1C110E1D=157
37080:0C151917180EF3CD=567
37088:3485CD0691CD337F=924
37096:CD348FDD7E0AFE01=1012
37104:2809DD7E09FE0128=700
37112:0718E7CDD08F18DF=1065
37120:CD429018DAFB2100=941
37128:C01101C001001036=473
37136:00EDB0C900000000=614
STOP
```

by Damien Murphy

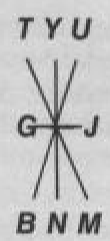
An' now, from the far-flung reaches of the Galaxy, from the planet Arg comes the mighty Vortex in a slightly different guise. The GROTS (Get Rid Of The Spectrum) organisation, a splinter group of the Commodore Users, has planted a bomb under Castle Rathbone. You are the trusting, the very stupid, Tea Droid, sent down to the Dungeons far below the spinal towers of the epic castle to defuse the foul device. Foreseeing that some half-wit would try to get at the bomb, the Evil Ones set down a grid with a remote-control mine between the door and the bomb. You must outwit the controller of the mine and reach the bomb before it detonates.

This is a two player game, one person taking the role of the droid and the other controlling the invisible mine. The control keys are as follows:

Droid

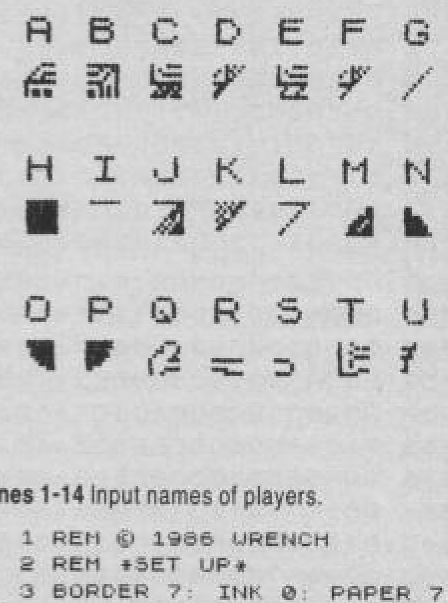


Mine



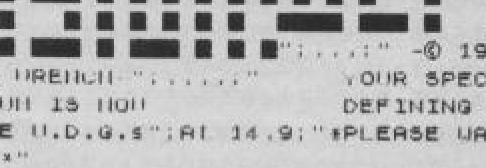
Oh yes, if the player controlling the mine wants to peep at his position, the droid played must look the other way while he presses "H", and his position will be shown.

UDG GRAPHIC KEY
Here are the UDG keys you will need to display the graphics characters in this game.

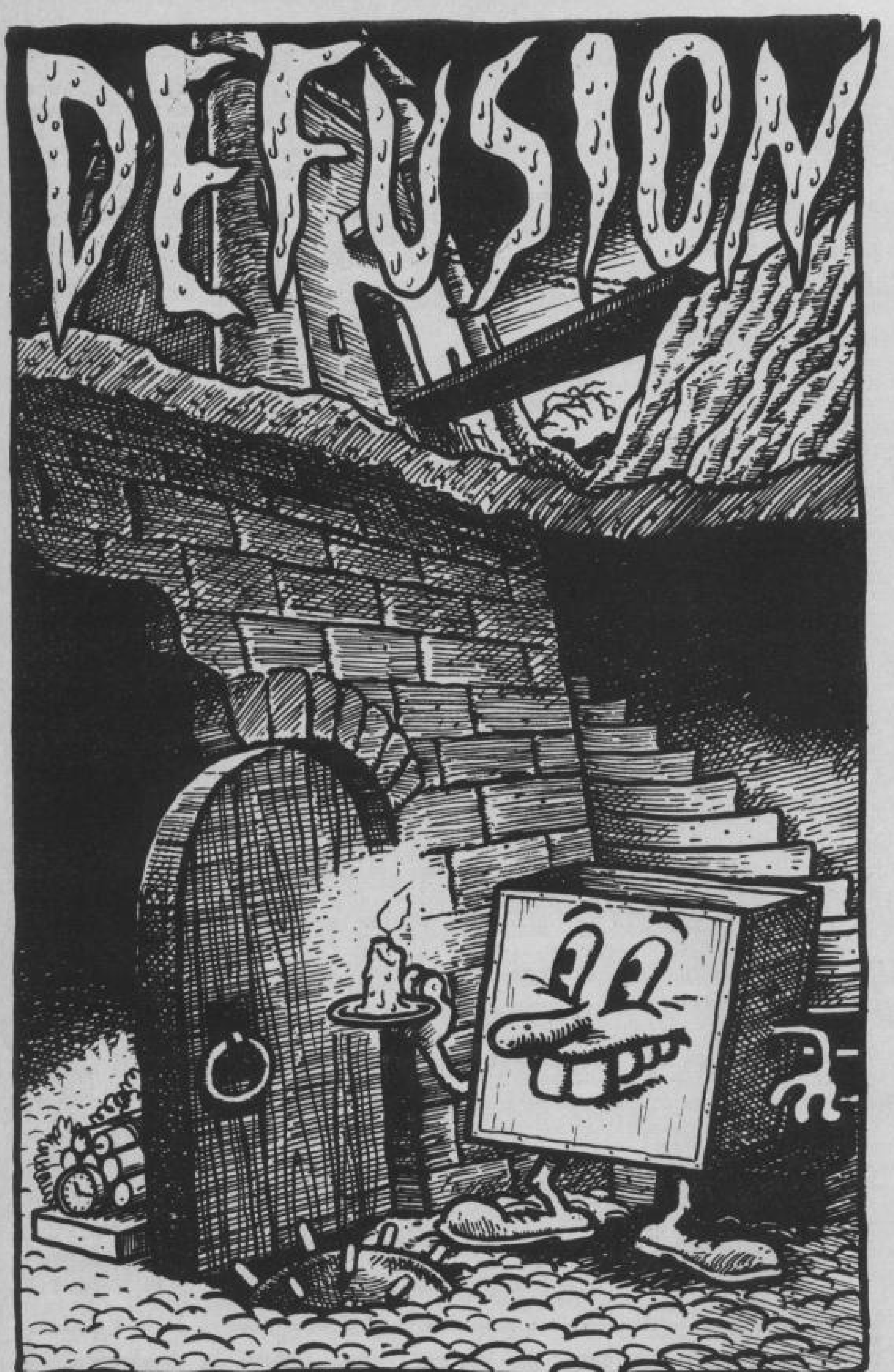


Lines 1-14 Input names of players.

```
   1 REM © 1986 WRENCH
   2 REM *SET UP*
   3 BORDER 7: INK 0: PAPER 7: C
LS : PRINT INK 3;"
```



```
";,,,,:" -© 198
6 WRENCH ";,,,,,,"        YOUR SPECT
RUM IS NOW             DEFINING T
HE U.D.G.s";AT 14,9;"*PLEASE WAI
T*"
```



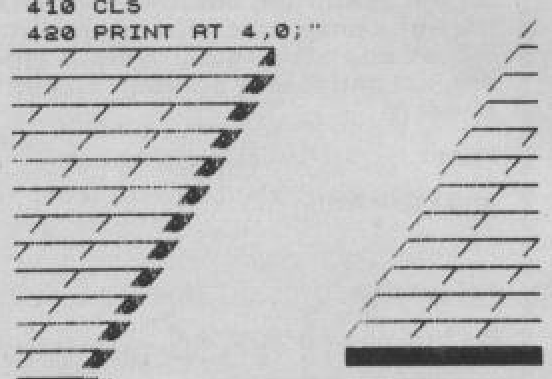

```
4 GO SUB 9000
5 PRINT AT 9,5;".....": POKE 23658,8: REM CAPS LOCK ON
6 PRINT AT 14,9; INK 0;"*INPUT NAMES*"
7 INPUT "NAME OF DROID: "; LINE D$
8 IF LEN D$>6 THEN LET D$=D$(1 TO 6)
9 IF CODE D$>122 OR D$="" THEN GO TO 7
10 INPUT "NAME OF MINE: "; LINE M$
11 IF LEN M$>6 THEN LET M$=M$(1 TO 6)
12 IF CODE M$>122 OR M$="" THEN GO TO 10
13 IF M$=D$ THEN GO TO 10
14 FOR X=21 TO 0 STEP -1: BEEP .01,X: PRINT AT (ABS X-21),0; OVER 1; PAPER X/4;"....": NEXT X: FOR X=1 TO 50: NEXT X: FOR X=0 TO 21: BEEP .01,X: RANDOMIZE USR 3280: NEXT X
```

Lines 200-205 Set player positions.

```
200 REM *INITIALISE*
201 INK 0: PAPER 7: BORDER 7
204 REM PLAYERS X POSITIONS
205 LET X=3: LET X1=14
```

Lines 400-421 Display the grid.

```
400 REM *DISPLAY*
410 CLS
420 PRINT AT 4,0;"
```



```
421 INK 1: PLOT 0,64: DRAW 96,96: PLOT 96,175: DRAW 0,-15: DRAW 159,0
```

Lines 425-457 Choose start positions.

```
425 REM *CHOOSE START POSITION*
426 PRINT AT 20,0; INK 2;"■"; INK 4;" PRESS KEY FOR START POSITION"; INK 2;"■"
427 REM DROID'S START POSITION
428 PRINT AT 0,13;"CHOOSE START ."; BRIGHT 1;D$
429 PRINT AT 3,14;"A   D   W   X"
430 POKE 23658,8: REM CAPS LOCK
431 LET A$=INKEY$
433 IF A$<>"A" AND A$<>"D" AND A$<>"W" AND A$<>"X" THEN GO TO 430
434 IF A$="A" THEN LET Y=14
435 IF A$="D" THEN LET Y=18
436 IF A$="W" THEN LET Y=22
437 IF A$="X" THEN LET Y=26
438 BEEP .05,10: BEEP .05,12: PRINT AT 3,14;"              "
439 PRINT AT X,Y;"■";AT X+1,Y;"■"
440 REM MINE S START POSITION
441 PRINT AT 0,26;"      "
442 PRINT AT 0,26; BRIGHT 1;M$
443 PRINT AT 17,2;"G   J   Y   N"
444 POKE 23658,8: REM CAPS LOCK
445 LET A$=INKEY$
447 IF A$<>"G" AND A$<>"J" AND A$<>"Y" AND A$<>"N" THEN GO TO 444
448 IF A$="G" THEN LET Y1=3
449 IF A$="J" THEN LET Y1=7
450 IF A$="Y" THEN LET Y1=11
451 IF A$="N" THEN LET Y1=15
452 BEEP .05,10: BEEP .05,12
453 PRINT AT 17,2;"              "
454 PRINT AT 20,0;"                                "
455 PRINT AT 20,3; INK 0;"▲";AT 21,3;"▼"
456 PRINT AT 21,5;;":"; INK 6; INVERSE 1;,;"   "
457 LET B=31
```

Lines 500-560 If you're playing the droid, it's now your move.

```
500 REM *MAIN LOOP*
501 REM DROIDS MOVE
502 PRINT AT 0,13; BRIGHT 1;D$; BRIGHT 0;"'S MOVE       ": BEEP .05,12
503 LET A$=INKEY$
504 LET X$="QWEADZXC"
505 FOR Z=1 TO 8: IF A$=X$(Z) THEN GO TO 508
506 NEXT Z
507 GO TO 503
508 LET C=0: LET X2=X: LET Y2=Y
509 GO SUB 2000
510 IF C=0 THEN BEEP .5,10: GO TO 503
520 PRINT AT X+1,Y;"■"
525 BEEP .05,10: BEEP .05,12
528 IF X=3 THEN PRINT AT X,Y;"  ";AT X+1,Y;"▔▔": GO TO 530
529 PRINT AT X,Y;"▔▔";AT X+1,Y;"▔▔"
530 LET X=X2: LET Y=Y2
535 POKE USR "A",255
540 IF X=3 THEN POKE USR "A",15
545 PRINT AT X,Y;"■";AT X+1,Y;"■"
550 IF X=X1 AND Y=Y1 THEN GO TO 3000
560 IF X=14 THEN GO TO 4000
```

Lines 600-680 Now, it's the mine's turn.

```
600 REM MINE'S MOVE
601 PRINT AT 0,13; BRIGHT 1;M$; BRIGHT 0;"'S MOVE       ": BEEP .05,12
602 LET A$=INKEY$
603 LET X$="TYUGJBNMH"
604 FOR Z=1 TO 9: IF A$=X$(Z) THEN GO TO 607
605 NEXT Z
606 GO TO 602
607 REM CHECK IF MOVE IS LEGAL
608 IF A$="T" AND X1-1=X AND Y1-3=Y THEN GO TO 617
```

```
 609 IF A$="Y" AND X1-1=X AND Y1
+1=Y THEN GO TO 617
 610 IF A$="U" AND X1-1=X AND Y1
+5=Y THEN GO TO 617
 611 IF A$="G" AND X1=X AND Y1-4
=Y THEN GO TO 617
 612 IF A$="J" AND X1=X AND Y1+4
=Y THEN GO TO 617
 613 IF A$="B" AND X1+1=Y AND Y1
-5=Y THEN GO TO 617
 614 IF A$="N" AND X1+1=X AND Y1
-1=Y THEN GO TO 617
 615 IF A$="M" AND X1+1=X AND Y1
+3=Y THEN GO TO 617
 616 GO TO 620
 617 BEEP .5,10: GO TO 602
 620 IF A$<>"H" THEN GO TO 640
 625 PRINT AT 18,0;"☞VIEW MINE
'S POSITION? (Y/N)  ☜"
 626 PAUSE 0: LET Z$=INKEY$
 627 IF Z$="N" THEN PRINT AT 18,
0;,,,;"      ": PAUSE 0: GO TO 602
 628 IF Z$="Y" THEN GO TO 630
 629 GO TO 626
 630 PRINT AT 18,0;,,,;"      "
 631 PRINT AT X1+1,Y1;"■"
 632 PAUSE 0
 633 PRINT AT X1+1,Y1;"¯"
 635 PAUSE 0: GO TO 602
 639 PRINT AT 18,0;,,"       "
 640 LET C=0: LET X2=X1: LET Y2=
Y1
 650 GO SUB 2000
 655 IF C=0 THEN BEEP .5,10: GO
TO 602
 660 LET X1=X2: LET Y1=Y2
 665 BEEP .05,10: BEEP .05,12: F
OR C=1 TO 10: NEXT C
 670 LET B=B-1: PRINT AT 21,B;"
": IF B=6 THEN GO TO 3000
 680 GO TO 500
1999 REM *CHECK + EXECUTE MOVE*
```

Lines 1999-2038 Check and execute move.

```
2000 IF A$<>X$(1) THEN GO TO 200
5
2001 IF X2=3 OR X2+Y2=17 THEN RE
TURN
2002 LET X2=X2-1: LET Y2=Y2-3
2003 LET C=1: RETURN
2005 IF A$<>X$(2) THEN GO TO 201
0
2006 IF X2=3 THEN RETURN
2007 LET X2=X2-1: LET Y2=Y2+1
2008 LET C=1: RETURN
2010 IF A$<>X$(3) THEN GO TO 201
5
2011 IF X2=3 OR X2+Y2=29 THEN RE
TURN
2012 LET X2=X2-1: LET Y2=Y2+5
2013 LET C=1: RETURN
2015 IF A$<>X$(4) THEN GO TO 202
0
2016 IF X2+Y2=17 THEN RETURN
2017 LET Y2=Y2-4
2018 LET C=1: RETURN
2020 IF A$<>X$(5) THEN GO TO 202
5
2021 IF X2+Y2=29 THEN RETURN
2022 LET Y2=Y2+4
2023 LET C=1: RETURN
2025 IF A$<>X$(6) THEN GO TO 203
0
2026 IF X2=14 OR X2+Y2=17 THEN R
ETURN
2027 LET X2=X2+1: LET Y2=Y2-5
2028 LET C=1: RETURN
2030 IF A$<>X$(7) THEN GO TO 203
5
2031 IF X2=14 THEN RETURN
2032 LET X2=X2+1: LET Y2=Y2-1
2033 LET C=1: RETURN
2035 IF A$<>X$(8) THEN RETURN
2036 IF X2=14 OR X2+Y2=29 THEN R
ETURN
2037 LET X2=X2+1: LET Y2=Y2+3
2038 LET C=1: RETURN
```

Lines 3000-3050 Bang goes your droid — mine's a winner.

```
3000 REM *ROBOT DEATH*
3010 REM DEATH MARCH
3020 BEEP .8,-12: BEEP .6,-12: B
EEP .3,-12: BEEP .8,-12: BEEP .9
,-9: BEEP .3,-10: BEEP .7,-10: B
EEP .3,-12: BEEP .6,-12: BEEP .4
,-13: BEEP .7,-12
3030 CLS
3040 PRINT AT 10,10; BRIGHT 1; I
NVERSE 1;M$; BRIGHT 0; INVERSE 0
;" WINS!"
3050 GO TO 4060
```

Lines 4000-4120 Now the tables are turned and the droid's won.

```
4000 REM *ROBOT WIN*
4010 REM VICTORY TUNE
4020 FOR X=1 TO 2
4030 BEEP .2,7: BEEP .2,5: BEEP
.2,4: BEEP .2,2: BEEP .2,0: BEEP
 .2,0: BEEP .2,2: BEEP .2,2: BEE
P .2,4: BEEP .2,7
4040 NEXT X
4050 CLS
4070 PRINT AT 10,10; BRIGHT 1; I
NVERSE 1;D$; BRIGHT 0; INVERSE 0
;" WINS!"
4080 PAUSE 0
4090 CLS
4100 PRINT INK 3;"███ ███ ███ █
 █ ███ █ ███ ███ █ █ █ █  █  █
 █ █   █ █ █ █ █ █ █ █ ███ ██ █
 █ ███ █ █ █ █ █ █ █ █ █  █  █
 █   █ █ █ █ █ █ ███ ███ █  █
██ ███ █ ███ █ █ █";,,,;" -© 198
6 WRENCH-"
4110 LET D$="": LET M$="": POKE
USR "A",15
4120 GO TO 5
```

Lines 9000-9999 These lines define the UDGs.

```
8999 STOP
9000 REM *DEFINE UDG'S*
9010 FOR X=USR "A" TO USR "U"+7
9020 READ A: POKE X,A
9030 NEXT X
9040 DATA 15,16,39,72,255,128,18
2,182,255,19,229,9,241,21,213,21
3,143,160,159,128,255,45,90,247,
21,90,148,24,240,96,192,128: REM
 Data for player
9050 DATA 143,160,159,128,255,34
,66,127,21,90,148,24,240,32,64,1
28: REM Data for Real Feet
9060 DATA 1,2,4,8,16,32,64,128,2
55,255,255,255,255,255,255,255,2
55,0,0,0,0,0,0,0,255,3,7,13,21,4
3,87,175,171,86,172,72,176,96,19
2,0,255,2,4,8,16,32,64,128: REM
Data for block
9070 DATA 0,3,3,15,29,59,55,127,
0,192,192,240,248,252,252,254,12
7,127,63,63,31,15,3,0,254,254,25
2,252,248,240,192,0: REM Data fo
r block
9080 DATA 14,17,49,66,135,128,14
3,144,0,0,0,0,255,0,240,31,0,0,0
,0,240,8,8,240,144,143,144,143,1
44,144,135,248,16,240,32,224,64,
64,192,0: REM Data for hand
9999 RETURN
```

ARRRRRRRRRGGGGGGHHHHHH!

Those blimmin' gremlins have been eating our blimmin' listings again. Somebody bit a huge big chunk out of the code between 64493 and 65008 of our *SuperColour* program in the June Issue. Waarrghh! We don't know who, but when we find out we're gonna nail his nostrils to the ceiling. If you've been having hassles getting the Hex Dump to load, simply follow this procedure:

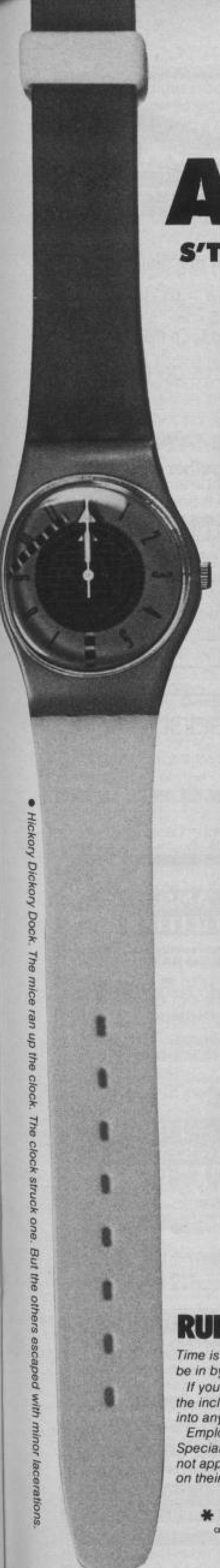
1. ***Load in the first part of the code up to 64493.***
2. ***Then continue, but this time loading the hex from the Demo graphic, (as these fit nicely into the gap) from 64496 to 65000, being careful to omit the line 65008 as this is erroneous.***
3. ***Continue to load the code from the main listing from 65008 to 65160.***
4. ***SAVE "CG" CODE 63973,1194.***
5. ***When running the program answer 'N' to the prompt 'Fresh Start?'.***
6. ***Breathe a hugh sigh of relief.***

NB: Please note. From now on, all programs carrying the 'Tried'n'Tested' Sticker have been typed in from our listings to test their reliability! Nuff said.

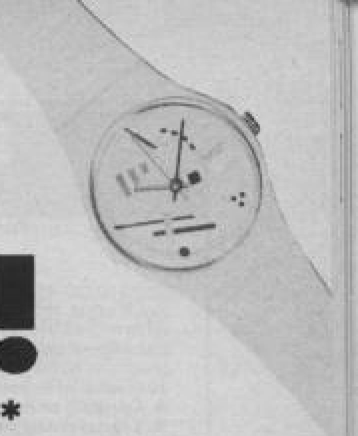


LEVEL THREE
LIMAX PELLET
BRONZE KEY
MAGNAM KEY
NOUGAT
MANTIS
CHEST
ROCK
JAR
CHEST
ROCK SNAKE
CLASP
ROCK
ROCK
COBALT KEY
LEAF BAG
BRASS KEY
SPELL TRANSMUTATION
ONE MAGICK GRADE
SCROLL CAULDRON
WATER (BALL)
LEVEL FOUR
BONE
SKULL
HEAD BONE
BONE
BONE
BONE
TOLL
IRON KEY
RABAK
ROCK
SILVER NUGGET
THIGH BONE
ULNA HEAD
BONE
CHASM (FLASK)
BAG
MEDUSA
STAIR WELLS
~ LEVEL TO LEVEL.
O ~ TO A STAIR.
Axil the Able
BELEZ BAR
HE KNOWS THE TRUE NATURE OF OBJECTS.
ASMODEE
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• *Hickory Dickory Dock. The mice ran up the clock. The clock struck one. But the others escaped with minor lacerations.*



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RULES

Time is of the essence. Entries must be in by 30th September.

If you've got the time the Ed's got the inclination but he still won't enter into any correspondence.

Employees of Sportscene Specialist Press and Rainbird may not apply even if they have got time on their hands.

You certainly didn't leave me in the dark! I spotted . . . differences.

Name ....

Address ....

....

....**Postcode**...............

Clip out the coupon and send it, or a photocopy, to I've got time on my hands (well hopefully) Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

* Like to see you say this after a couple of Sherbet Lemons!



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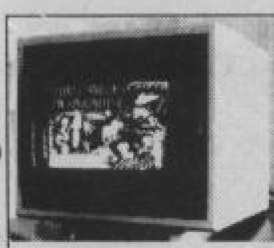
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LERM, DEPT YS, 10 BRUNSWICK GDNS, CORBY, NORTHANTS NN18 9ER

I have a problem! Yes, I did go to the Doctor but he referred me to you. I did have a Commodore (hiss, boo) but I've decided to get a Spectrum but I don't know much about it. First does the Spectrum Plus use the same Basic as the ZX? Also what is the best joystick and interface to use?
AK Linhorn, Market Deeping, Cambridgeshire

The Spectrum Plus is exactly the same as the ZX except it's in a new case. As for the joystick it really depends what you're using it for but a Kempston interface and a Quickshot joystick would probably be the best bet.

I recently purchased a Spectrum and Interface I and I've just bought a Microwriter. But as yet I haven't been able to achieve a successful link — I've only been able to transfer one in three characters to the Spectrum in a recognisable format. Please help.
Anthony Bayliss, Bournemouth, Dorset

It sounds as though, when you set up the baud rate, eight bits, and no parity setting on the Microwriter, the RS232 is not set up properly. The CTS line on the Interface I should be used to stop the Microwriter from trying to send data. The DTR line should be held high by the Microwriter while it's in use.

Help, I can't bear it any longer! I'm having enormous trouble getting a ZX Spectrum that works. I had one for three years that was fine and I then bought an Interface I and microdrive that packed up after a year. I sent the Spectrum back to Sinclair Research and when it came back the G,H,W,E,V,B,6 and 7 keys didn't work. I reckon I need an icepack to cool my nervous tension — please can you help!
Eric Fosdike, Carshalton, Beeches. Surrey

Hold the ice, the problem's probably quite simple. Your keyboard membrane needs changing, that's the mat of switches under the rubber. I'd advise you to have a look at the Spectrum repairers who advertise at the back of the mag.

Hi Steve. I'm intending to buy a Liberator RS232 interface but I've been told that it only uses TTL (+5 volts and 0 volts), not standard RS232. Is there any way at all to convert it?
Joao Carlos da Costa, Almada, Portugal

The two chips you'll need to do this are the LM1488 and the LM1489 — these are RS232 interface chips. You'll also need a +/−12 volt power supply 'cos the Spectrum supply won't do.

Something dreadful's happened! My graphics keys for the letters won't work but the number keys are alright. Is there anything I can do to fix it or will I have to go and buy new parts?
Philip Maybey, Weymouth, Dorset

The user definable characters have to be redefined by POKEing the Binary values into USR 'a' onwards. See the manual for details.

Please can anyone help me? I've got a Currah Speech synthesiser and I want to make it sing.
Russell Black, Perry Barr, Birmingham

You're *weird!* I'm afraid it can't sing — it'll only utter preprogrammed sounds. You can create others in memory but the range is still limited.

Does the Protek 1200 modem need a telephone jackplug? I hope not 'cos if it does I can't have one 'cos my mum and dad won't let me.
Tim Sleath, Grange Farm, Conisborough

I'm happy to say it doesn't as it's a very good acoustic modem. It actually fits onto the phone handset. Protek no longer sells them but Cirkit, Park Lane, Broxbourne, Herts does.

I've got an issue 3 Spectrum that's giving out all the wrong colours. What new parts do you think I'll have to buy to fix it?
Gareth Williams, Cardiff, South Wales

Your Speccy may well contain the wrong chip like the SN type, and this will need replacing with an LM1888 which sorts out the colours properly.

I recently decided to write a book so I'll obviously have to produce a manuscript for a publisher. I've got a Speccy and *Tasword II* so all I need now is a good printer. Can you suggest any good ones?
R Sperring, Bridgewater, Somerset

Well, I use an FX80 that works with both real paper and the cheaper thermal paper HR5. Both produce good quality print.

HARD FACTS

Get it off your chest! Send your hardware problems to macho man *Steve Adams.*

I'm planning to buy a Watford Electronics single format disk drive but I'm not sure which interface to buy. I'd also like to know whether the Watford drive uses 5¼ inch disks and if there's a program I can use to transfer all my games to disk.
Philip Hendry, Chelmsford, Essex

Most interfaces don't do single density so I'd advise you to actually buy an Opus, or equivalent, disk drive. It'll cost you about £100.

YOUR SINCLAIR
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All letters win a YS badge

Can you tell me how to set up a printer on the 128K Spectrum as it doesn't say anywhere in the manual. Does it use Format and other Interface 1 commands? Also can I use *Tasword II*, any other commands and is it possible to do a screen dump?
AS Turner, Carterton, Oxon

To set up the printer use FORMAT "P"; Baudrate: Then LPRINT will print it out. In 128K mode the printer routine converts all the codes to keywords and so can't print out graphics. *Tasword II* is not available on the Spectrum 128 — use *Tasword III* instead. The DMP1 is a seven bit printer and there's unfortunately no graphics mode.

My Kempston joystick wobbles and my ZX Spectrum gives grey, black and white on the screen.
Larre Roberts, St Agnes, Cornwall

It sounds as if the joystick has damaged the ULA so you'll have to change it.

Hey Steve, my Spectrum is completely barmy! When I switch it on nothing will appear on the screen except the copyright message. What's the problem?
Craig Stirling, Bootle, Liverpool

Hmmmm! Maybe your keyboard isn't connected. Undo the screws at the bottom and lift the lid. You'll see two flat strips coming from the top — these should fit into the five way and eight way black sockets on the bottom half and push in the slot at the top. Either that or your ULA is faulty.

Hey, guess what I've heard! I own a GP50 printer and someone told me that it has 'secret powers'. Does it really and can you tell me how to use them?
Martin Noth, West Germany

Schh! Don't tell everybody. The 'secret powers' you mention are called control codes and these vary between different printers. You can move the paper by sending line feeds (CH$ 10). Vertical and horizontal tabbing is the same as the AT command except that you can't go up the screen. All of these should be listed in the printer manual. Have fun!

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JAN Games: *Rasputin*—a free four screen demo of Firebird's great game for you to play! • ***Commando*** — the preview of Elite's great game • ***Saboteur*** — Durell's kung fu killer • ***Never Ending Story*** — leave the real world behind with Ocean's latest adventure • ***Winter Sports*** — eight games to test your reflexes from Electric Dreams.

Features: Interview — David Crane from Activision tells all • ***Droid Wars*** — grapple with the galaxy's most evil game • **Program Power** Pull-Out — eight pages of great games to type in; *Chopper Mission* • *Worm* • *Morse Saga.*

FEB Games: *The Young Ones* — Orpheus' great game investigated in T'zer's preview • ***Bladerunner*** — check out the story board of CRL's new game • ***Three Weeks In Paradise*** — Wally's hols from Mikro-Gen reviewed • ***Beach Head II*** — US Gold rallies reinforcements for its new game • ***The Worm In Paradise*** — nothing is impossible in Level 9's new adventure.

Features: *Maclone* — the power of the Macintosh on your Speccy • **Joysticks** — the ten best test • **Interview** — Matthew Smith ponders on his willy — *Jet Set Willy*, silly! • **Art Attack** — make it to the Tate with Rainbird's *Art Studio.*

MAR Games: *V*—Ocean's reptiles have arrived • ***Movie*** — watch the detective with Imagine • ***Zoids*** — blow your mind with Martech's great game.

Features: *Switcha* — a listing that runs three programs at once • **SpecDrum** — lay into your Speccy with Cheetah's drum kit in a box • **Wham! Music Box** — Melbourne House can help you make beautiful music.

APR Games: *Max Headroom* — m-m-m- meet Quicksilva's new game • ***Skyfox*** — Ariolasoft goes crazy like a fox • ***Lord Of The Rings*** — wend your way round Melbourne House's new adventure.

Features: *Art Studio* — get the most out of Rainbird's art package • **128 Review** — Sir Clive's new machine unveiled! • ***Dimmer Switch*** — a perfect protection policy for your telly.

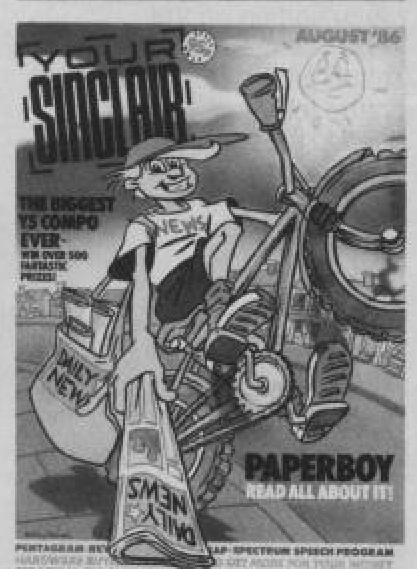


MAY Games: *Batman* — Holy Megagames! It's Ocean's new chart-topper • ***The Planets*** — more thrust Scotty, it's off into space to preview Martech's great game.

Features: Micronet — communication getting you down? Then jump into the Micronet! • ***Turbo Loader*** — turbo charge your Speccy to load in a fraction of the time • **Interview** — Elite's *Ghosts 'n' Goblins* programmers spill the beans • **Adventures** — the new improved version with Mike Gerrard.

JUN Games: *Ghosts 'n' Goblins* — Elite's ghoulish game previewed • ***Way Of The Tiger*** — chop your way through Gremlin Graphics' combat game • **128K Games** — a guide to the first ten releases on the 128.

Features: *SuperColour* — cheer up your Speccy with multi-coloured character squares. Psychedelic man! • **Hardware Bonanza** — check out the latest Speccy add-ons • ***Tasword III*** — the right way to write! Max Phillips looks at the new *Tasword* program.



JUL Games: *Rock 'n' Wrestle* — in the blue corner, Melbourne House comes out fighting • ***Heavy On The Magik*** — Gargoyle's new release will cast a spell over you.

Features: Music Hardware — now you can make music with your Speccy! • **Saga 2001 Keyboard** — propel yourself into the next century with the first of a new generation • **Interview** — Gargoyle's Greg Follis and Royston Carter tell you everything you need to know.

AUG Games: *Paperboy* — read all about it! • ***Pyracurse*** — Hewson's game with added Aztechnology • ***The Price Of Magik*** — magic mayhem with Level 9.

Features: Hardware Special — get the most for your money • ***Animator 1*** — draw your own conclusions • ***Speech Melba*** — successful Spectrum speech synthesis.


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HIJACK

. . . and hi to all our other readers. Electric Dreams' new game puts you in the Department Of Hijacks' hot seat. *Gwyn Hughes* takes you by the hand and leads you through the corridors of power, putting faces to the bureaucrats.

Topical or tasteless? Hijacking is a fact of modern life, though the activities of the Department of Hijacks have more to do with the silver screen than the real world.

You have to keep the lid on the sizzling situation as the pressure builds. Carry the can and co-ordinate the efforts of government departments, handling each crisis with tact, discretion... and some military might will also help!

Run around the offices — no-one seems to know what the phones are for — giving orders to operatives and searching for codes to access various databases. You decide how many soldiers to send out, how many diplomats to deploy, and how to keep President Rod happy before you negotiate a peaceful settlement, surrender to demands or go for Reaganite cowboy heroics, hoping your boys shoot first and fast.

Success means another, more difficult hijack — failure means anything from the big E to jail! And you don't even get a coffee break between crises!

It's all very different in appearance from the traditional text management-resource game, though the strategies remain the same, even when they're adorned with animated figures enjoying the frustrations of a 22 room office building. Mind you, this action element creates an added degree of involvement.

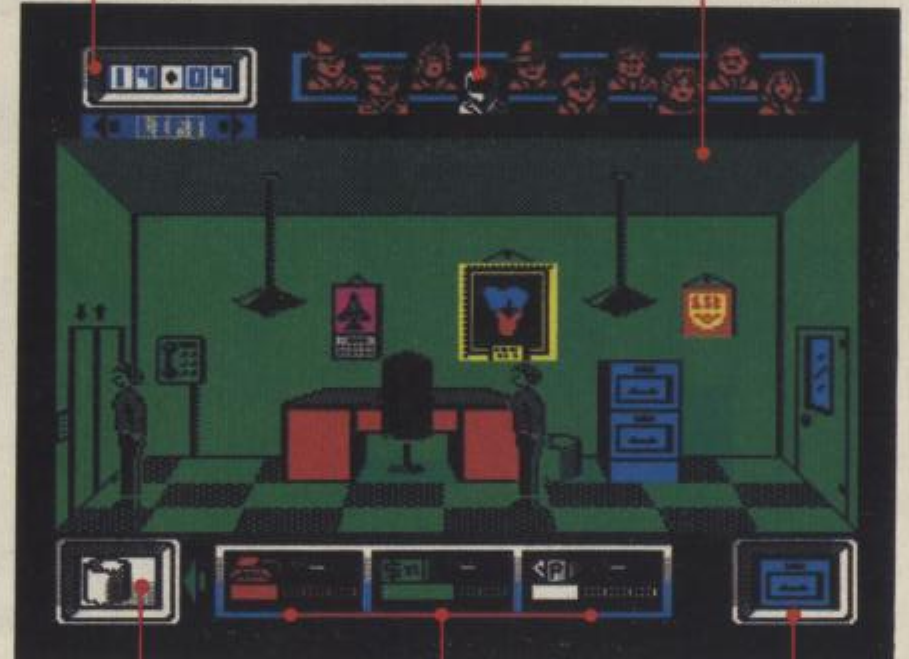
At first you may find yourself doing little more than waiting for lifts. Eventually though, you'll build up a picture of what to do first and when to approach staff with certain demands. Remember, just as in real life, hell hath no fury like a bureaucrat who's been asked to do a job he doesn't want to!

The Fourth Protocol was the game that stopped strategy being a dirty word and while this is nowhere near so involved, nor quite so involving in the long run, it is undeniably accessible. As the seconds tick away and the only place you've not looked for the President is his private toilet, your palms will start to sweat as you realise the fate of 18 innocent school kids hangs on how long Rod remains in the loo!

Time ticks by and the only way to beat the deadline is a request from Rod for an extension — almost guaranteed to annoy him.

Whenever a member of the Department is in a room with you his or her picture lights up. Select with the cursor arrow when you want to give orders.

Don't like the colour scheme? An option on the Pause menu allows anybody who prefers interior decorating to hijack handling to repaint the offices.



Every object that can be manipulated appears here. Pressing fire brings details up in the main screen.

Check your progress on the graphs which indicate military strength, financial resources and the all important Presidential popularity polls.

You can carry one object — useful for files that require a code, which you don't yet have, to open them. Pick up a bin to empty it.

5th Floor:
PRESIDENT RODNEY
Without the nod from Rod you'll never make that flight to the site. He can authorise all sorts of support but keep on his right side or you'll get a curt 'Get Lost'!

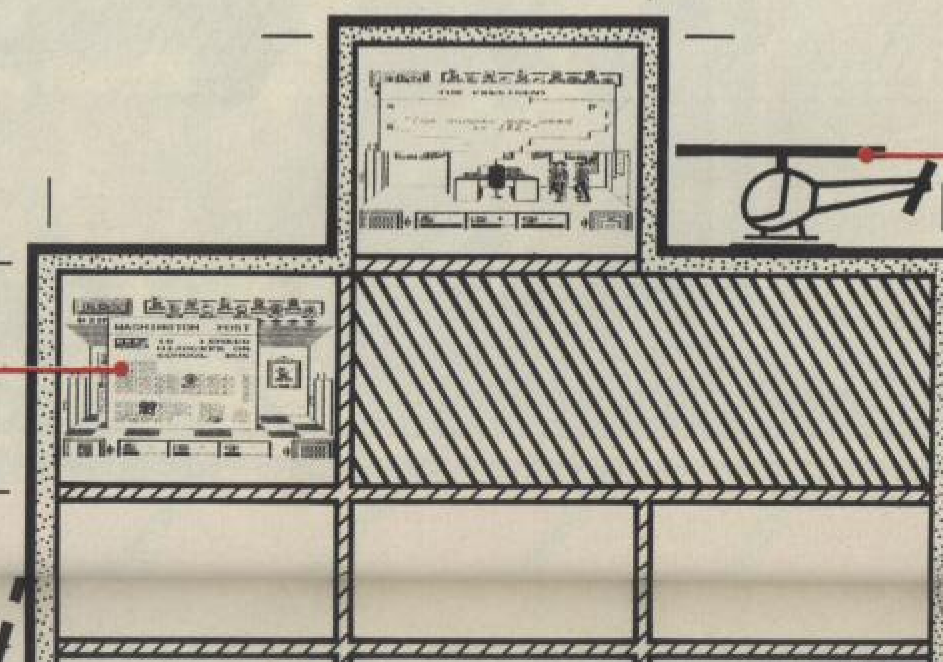
4th Floor:
YOUR OFFICE
It's here that any employees report and it's linked by private lift to the President's suite (Thanks, you're rather cute yourself — Rod).

OFFICERS
Answerable to the

5th FLOOR

4th FLOOR

The newspapers always seem to get there first, so keep on taking the tabloids if you want to know what's what.



A helicopter beats parking problems but before you can use it you have to please Rod sufficiently so that he'll tell you the combination to the electronic lock in his office.

(Thanks, you're rather cute yourself — Rod).

3rd Floor: POLITICAL OFFICERS

Answerable to the Diplomatic Corps, P Woolover is the Adviser, S Work his Assistant, and they can allocate staff to bore the terrorists into submission.

2nd Floor: MILITARY OFFICERS

Representing the hawks, C Saunders, Adviser, and J Matrix, Assistant. Matrix sends in the Marines and you can send Saunders to the hijack.

1st Floor: ADMINISTRATIVE STAFF

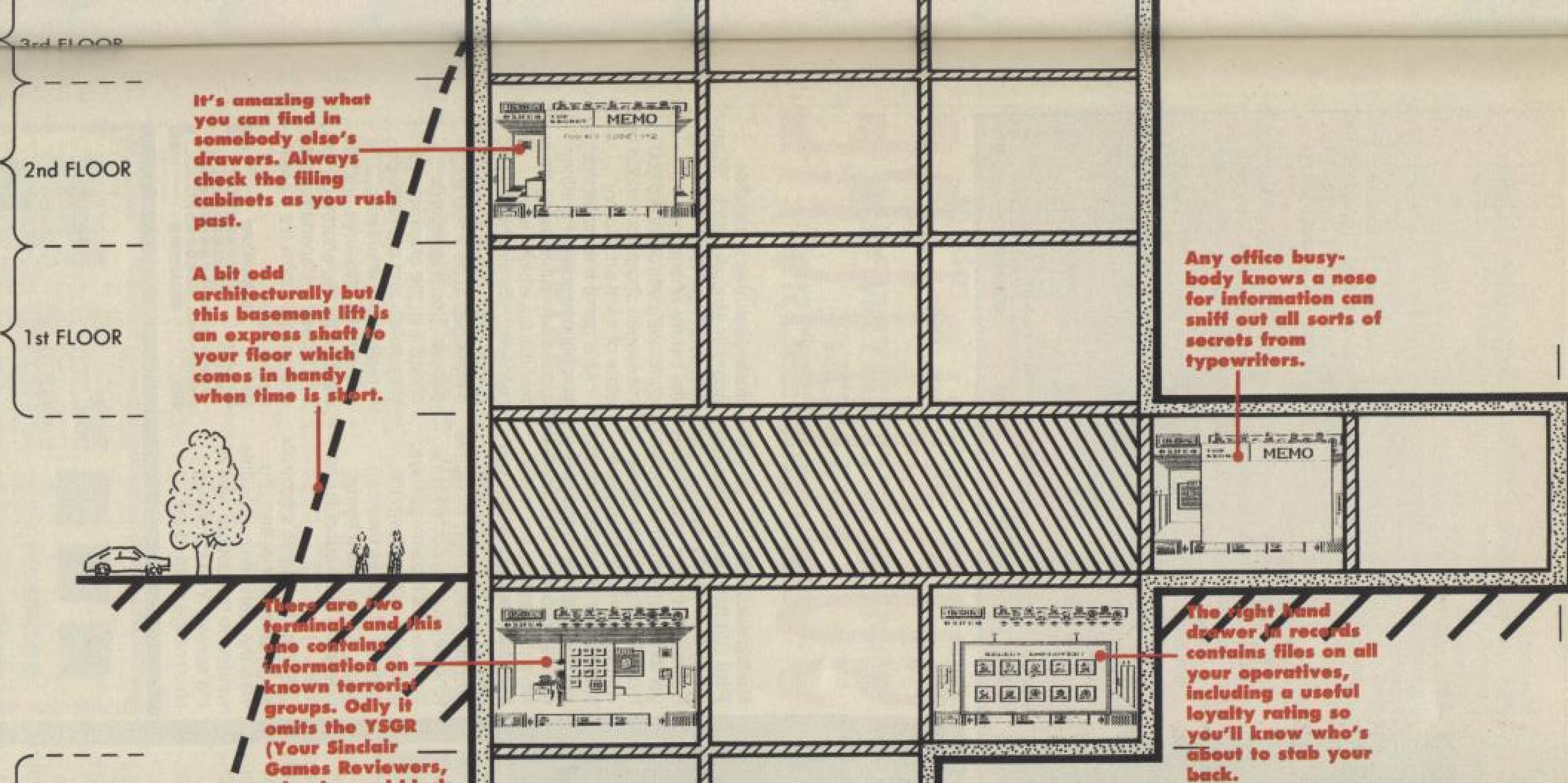
Hail to the chief! The President's secretary, R Harris locates all those wandering officials — making her the most important employee. You won't get far without money but Cashman of the Treasury can raise the spondulicks speedily or slowly.
Publicity Officer L Grant tries not to let the president's political profile slip by issuing a typed press sheet or a full scale TV interview — it's up to you.

Basement Level 2: CIA

D Jedberg's the man with the shades and the bulging armpit, and he'll research the villains for as much time as you can spare.

Basement Level 4: FBI

For internal information, J.E. Hoover will clean up and question the staff, though don't expect them to be so loyal afterwards.





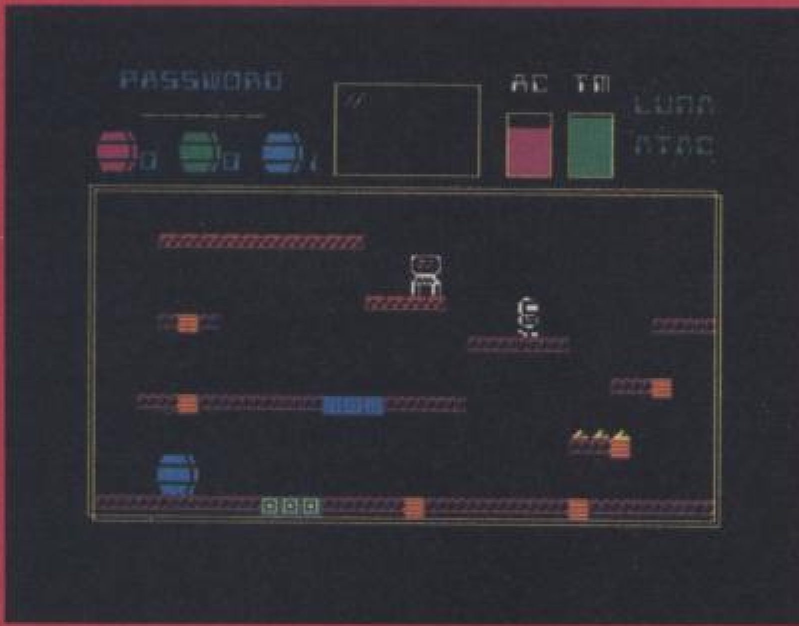
Once you reach the incident the picture changes. Your options include 'anding over the ackers — which means you must have cash in the coffers in the first place; storming the siege and praying it doesn't end in a bloodbath (hint — it helps to have more than one soldier there); or burning the brutes with some peaceful negotiation on the hot line. The nature of the terrorists and their nastiness rating will shape their response... you mean you forgot to get a CIA report on who they are? Maybe you're better suited to the Department of Sewer Maintenance after all!

Game	Hijack
Publisher	Electric Dreams
Price	£9.99
Joystick	Kempston, Interface II, Cursor, Fuller
Keys	Defineable

Graphics
Playability
Value for Money
Addictiveness

8

LUNAATAC



Atlantis/£1.99

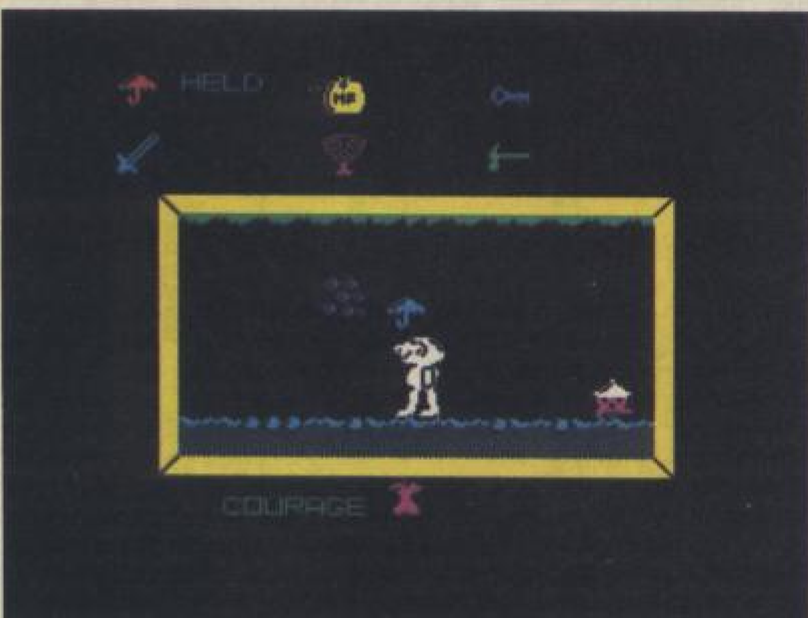
Phil You know what? I thought I'd just about had it with platform games. Then I review two of them in the same blimmin' issue! Cor blimey. Well, here we go.

You play the role of an astronaut who has to comb the platforms (and those are really unkempt platforms, guys) of some subterranean catacombs. What makes this peerless hero brave the hot-foots, the spikes in the floor, the animated space suits, the fear and the unmitigated peril of it all? He searches, he yearns, for the sight of ... barrels!!! He collects different coloured barrels? Er ... just a minute, did I miss something here? Are we still talking about the same game?

Nope, it's all there in pixels. Our hero is risking lives and certain deresolution for the sake of a bevvy of multicoloured barrels, which are scattered around in various hard-to-get-at little places in the maze.

Admittedly this is a budget game, and as such can't really be criticised for its lack of attention to detail, like its illogical and arbitrary plot, because really neat games cost a lot to make. But, though it's another platform game, it's not bad — even if it's not very taxing on the old brain muscles. Not only are the problems too easy to solve, but I didn't find it addictive enough to make me even want to solve them.

Graphics
Playability
Value for Money
Addictiveness
4



CAVERNS OF KONTONIA

Atlantis/£1.99

Rick When it comes to quality and quantity this game doesn't offer much of either I'm afraid, but then at this price is it fair to criticise? It's a multi-screen maze arcade aimed at the very young — well, I presume that's the case. (I hope I'm not patronising our under 7 readers.) Your task is to scour the caverns searching for the key and sword of Kontonia — the ultimate symbols of power that'll allow you to escape to freedom.

Despite this nod towards sword and sorcery, the little man on the screen who's job it is to find them, is remarkably unmacho, indeed balding and middle aged, not unlike the Ed. This might explain his rather unathletic way of moving — he strolls to the left and right, jumps in the air and slithers up and down various ropes and lifts.

His enemies are rather more agile and bounce around at alarming angles making avoidance tactics not as easy as the trad 'wait until you see the whites of their pixels and then jump' method.

There are only six items to collect, including the ultimate symbols of power, most of which are of use in countering obstacles along the way. The brolly, for instance, protects you from the rain that has the power to kill. Death is signified by the statutory x-ray effect of revealing all dem bones, dem bones, dem dry bones wot hold you together. Otherwise, every time a meanie mangles you, another bite is taken from your courage that's measured by an ever diminishing on-screen apple. When you're down to the core you'll hear the pips of morality.

Not a bad game for a cheapie but it won't knock your socks off.

Graphics
Playability
Value for Money
Addictiveness
4

SUBCULTURE

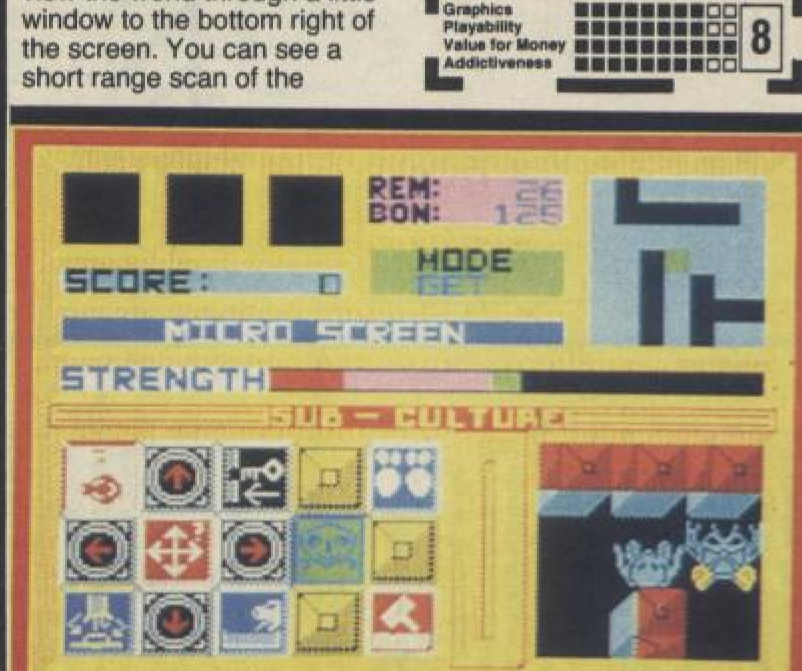
Mastertronic/£1.99

Phil Giddum-up head'em-out diddly dum diddly dee Rawhide! Howdy, yawl! This is yer extra-terrestrial cowpoke hyar. This hyar is the game where yoo haf to herd them sub-culture creatures through the maze back into their pens, the little critters! Ter do this you have the haylp of yer trusty alien desperados, whom you can control from your wrist terminal. You simply moooove (chortle) your accomplices so they block the passageways, gradually cutting down the amount of places they can roam. (Oh gif me a home, where the alien subcultures roam...)

Ahem! The game's controls are all alien icons, and you view the world through a little window to the bottom right of the screen. You can see a short range scan of the immediate area in the little scanner window up top. There is a scrolling status window in the centre where your computer control shows you messages about your mode or state of mind and so on.

As a game it reminds this humble cowpoke of another arcade adventure using similar techniques which I won't mention... oh, alright, *Shadowfire*. But in spite of this, it manages to be a real thigh-slapper. Considering how cheap it is, the graphics are very swish, and the gameplay is really quite interesting. The sub-culture creatures are well weird, a bit like enormous flies. You'll need a Vapona the size of a canoe! I think it's a great game. Get it!

Graphics
Playability
Value for Money
Addictiveness
8

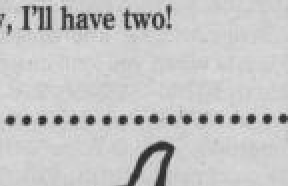


What A Bounder



Haylp, haylp! Unhand me, Sir. You cad, do not trifle with my trifles . . . Mama would not approve, you binder.
Heh heh heh.
You cruel and evil man. What are your intentions?
You WILL buy a naughty *YS* binder, sweet Caroline. Heh heh.
Oh, I can't afford such a thing! Oh haylp!
Oh yes you can! Heh heh.
(tinkley piano tones, diddle-liddle-um, diddle-liddle-um . . .)
I can't! I'm too tied up . . .
Heh heh. At only Four Pounds and Ninety-five New Pence, anyone can afford the unashamed luxury of a *YS* Binder . . .
Oh, you blackguard, you scoundrel . . . Okay, I'll have two!
(And with one bind, she was free . . .)

Please send me.......... *YS* Binders.



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WALLY MONTHLY
THE MALTESE SPECTRUM
It was a hot day in the city...
And my first day as a private dick...
WALLY WEEK INVESTIGATIO
(Dick hated the idea of me being a dick...)
IT'S NOT FAIR. I NEVER GET PAID FOR BEING A DICK.
WRONG END.
11 am:- A chick walks into my office...
She was no spring chicken.
PHEW.
(More like a roast chicken.)
IT'S HOT OUT THERE!
But This was no time for lunch...
She was in trouble and she needed a private eye... The best..
BUT I GUESS YOU'LL DO...
Someone had stolen her Spectrum, a Maltese Spectrum, (Same model, but
with jewels under a rubber keyboard.
She wanted it back. ..she said She'd pay 200 a day plus expenses... so I said...
I'LL TAKE YOUR CASE LADY.
IT'S A DEAL!
I'VE ALWAYS WANTED ONE OF THESE.
THUD.
I contacted my network of street rats....
LET ME KNOW IF YOU HEAR ANYTHING OKAY?
SURE WAL.
Then I had a hunch...
WHAT DO YOU RECKON DOC?
WELL IT'S AN OLD JOKE BUT IT HELPS FILL THE PAGE.... NEXT!
I'M AFRAID YOU'RE GOING TO BE A HATCHBACK FOR THE REST OF YOUR LIFE..
OH NO
next stop was a two up, one down, shambling terraced dirt-box on the wrong side of the tracks... Hmm... better than where I lived...
RAP RAP
OH HELLO.
Hmmm. It was where I lived...
The only possible culprit was....
HERBERT!
THE TREASURE OF SIERRA MADRE.
I'M RICH!
READY WHEN YOU ARE MR BOGART!
BOY. THAT WAS THE WIERDEST DREAM.

YOUR SPECTRUM
COLLECTORS' ITEMS

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SUBTERRANEAN NIGHTMARE

Americana/£2.99

Max Ummm, yes. Interesting bit of plot work this. Nuclear test, Nevada Desert 1986. Strange goings on underground 1991. Send in Professor Fusion (we're slipping already).

Deep under the test site, the pot-bellied, bespectacled Penfold-clone Professor discovers a vast army of mutants, all of them a bit cheesed off with the way they've turned out. Determined to get to the bottom of this, he wanders deeper and deeper until the nightmare unfolds.

In just five years, this freak zoo has developed a technology far ahead of our own. And its underground city is stuffed with missiles to shoot back at us. (Serve the nuclear weapon merchants right if you ask me, but that's another story...).

It sounds an original game. But guess what you've got to do? Collect the radium crystals dotted around the various rooms while avoiding the mutants. Shame the Prof. doesn't have a hat to go with his belly — everything else is pure *Jet Set Willy* (including the flicker) so why stop at the *hat*?

It's nice to see a game that gets the genre right though. *Subterranean Nightmare* is extremely professionally and lovingly put together with some great looking mutos, carefully thought out rooms and minor variations on a theme that's about as firmly lodged in everyone's head as "Here we go, here we go...".

Collecting crystals has the effect of closing or opening other exits and walls. It's also possible to step on some of the mutants to hitch a ride or simply as a way of getting past them. And there's a useful (??) suicide key for getting out of screens (and games) you're stuck in.

'Tis a bit witty too. On second thoughts, with rooms like "The Fission Chip Shop", maybe witty isn't quite the word.

But good as it is, it's still a game that's been done a hundred times before and will probably be done again. I hate to say it but there's only one thing to say; if you're sick of platform collecting games, watch out there's another one on the loose. If you really like them, this here's a really good one. Go get it, lock your door and don't forget to eat....

Graphics
Playability
Value for Money
Addictiveness
8



MOLECULE MAN



Mastertronic/£1.99

Rick He's rough, he's tough and bad guys yell "Enough!" — yes, folks, it's Molecule Man. Mastertronic, though, will be hoping that you can't get enough of its latest hero from its mega-cheapo stable. Despite the name, knowledge of nuclear physics is not a pre-requisite of this quasi-3D maze game. But the game will help your architectural skills as there's the built-in bonus of a maze designer program added to the original game. You can use this to edit the existing maze or design yourself a whole new mess for Molecule Man to get himself into.

Essentially Molecule Man is lost in the middle of a 256 location maze, reasonably realised in 3D style. Radiation is killing him, time running out. To reach freedom he must find 16 circuits in order to activate the tele-porter. However, time is at a premium, so he must also pick up coins along the way and then make life crucial decisions — does he use the money to buy pills or bombs. The pills (presumably iodine tablets) increase his lifespan, while the bombs will blast him through to otherwise inaccessible parts of the maze, where those elusive circuits no doubt lurk.

On screen displays tell you how many bombs you have, radiation pills left, time elapsed and money and circuits collected. Molecule Man himself looks like a 3D Smiley badge and makes a suitably radioactive crackle as he wanders about. You have to be quite zippy to get anywhere and finding the cash is crucial to any success. But then if you find the original set-up too hard there's always the editing program to save your bacon, if not your molecules. Not a game to change the universe, but still a bargain little package.

Graphics
Playability
Value for Money
Addictiveness
6

Americana/£2.99

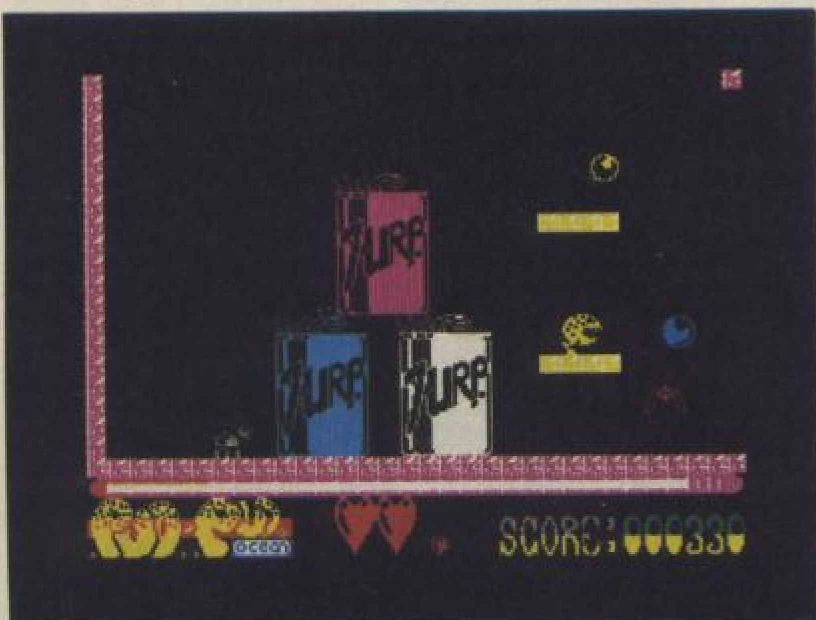
Luke Haven't I seen this somewhere before? Yes, it's a re-release, though goodness only knows how we've all managed to last without it!

You play the part of Pud Pud, a roundish character with wings who's trapped in Weird World... unless, of course, he can bring himself to find and eat the ten puddings left by the deadly Mrs Pud Pud. Heard enough? Yes, I think we can safely dismiss the storyline and get straight into the action....

Weird World is very strange (odd, that), and populated with some very out-of-the-ordinary creatures. Some are deadly but, on the other hand, some provide the energy you need to continue the pudding hunt.

The game works well via keyboard or joystick, it's just the scoring system that's a bit peculiar. Eat the small creatures that keep bugging you and you get a few measly points — consume a pudding and a whacking 9,000 points are added to your score. Very disorienting!

Graphics
Playability
Value for Money
Addictiveness
7



PUD PUD

PYR

Hewson/£9.95

Gwyn Foresaking Arthurian England, Hewson has turned to high adventure heroics in the Amazon basin as Daphne Pemberton-Smythe leads an oddly assorted team, including her high-flying boyfriend Professor Kite, drunken reporter Legless O'Donnell and Frozbie the dog, in search of her missing father.

His last known location was the tomb of Xipe Totec and so the adventure begins, outside the portals of the ancient Sinu City, and almost immediately it's time to dodge a Headless Guardian, who's far from 'armless.

Pyracurse is very much in the Avalon style, seen from a high viewpoint over a smoothly scrolling two colour 3D landscape. It's by a new writing team made up of Mark Goodall and Keith Prosser who've devised some superb graphics for the tomb and the characters, who are in perfect proportion.

If anything it's more difficult than the Dark Age adventures because the city is open plan and even with last month's map you'll have trouble sorting out where to go to unlock the doors between the levels and discover the terrible secret of the fate of Sir Pericles Pemberton-Smythe.

Goodall and Prosser have populated the ruins with a collection of monsters which would have Indiana Jones running for cover. From the topless mummies, who add a whole new meaning to losing your head, to the giant scorpions who home in on our heroes, there's a menace for every occasion. But none worse than the skulls, which are harmless until you bump into them when they follow, and unlike the other monsters, you can't out-run these



A tongue of fire! Must be O'Donnell's boozy breath. No — it's the Prof's remaining life force.

A little pot always helps. One of these contains a key, the other some resurrection powder, but breaking them sets off the scorpion alert.

When it's time to 'flee', it's every man for himself, every woman for herself and a dog's life for Frozbie, but at times of safety choose Lead to collar some followers.

REBEL STAR

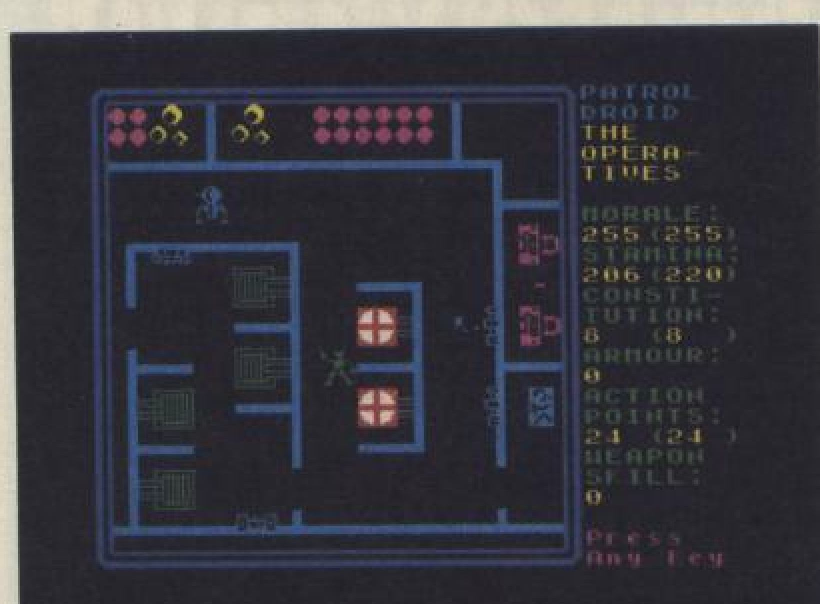
★ ★ ★ ★ ★ ★

Firebird/£1.99

Rick If you could film a Speccy game in Supermarionation, this is it. Straight from the stable of Sylvia and Gerry Anderson, here's a strategy game with a cosmic shoot 'em up element that looks like a combination of *Captain Scarlett* and *Space 1999*.

If you're looking for a subtle plot though, look elsewhere. Either you're a Raider or a Defender, and the prize to be won on the Rebel Star is the richest of all — control of Moonbase Delta. You can either play two up, choosing who defends or attacks, or against your Speccy, which always controls the defending team. It only has keyboard mode, but sensibly positioned six directional cursor movement still gives you plenty of manoeuvrability.

Each side has a collection of men or droids, all with a certain amount of energy designated as action points. These are all used up whenever that character loads a weapon or whatever — and be careful, these galactonauts aren't as energetic as you might think. They also have different fighting qualities (much like the superhero cards), some of which seem spurious; but then bluff can be an important tactic. By punching the info button, you can size up the morale, stamina, armour, weapon skill and action points of any men at any time.



As well as movement mode, there's also select, and most crucially, fire mode with its three operations of snap, opportunity and aimed fire. Beware, the last is the most accurate but also the most energy draining. Speed and tactics are largely up to you and depend on how quickly you familiarize yourself with your game options.

The Raiders must knock out the central ISAAC computer (and/or the three repairable laser defender computers) to be on the road to victory.

Rebel Star is really a wargame — a sort of inter-galactic *Battleships*, only here for the most part you can see what your opponents are up to. It won't win points for pace and sophistication but it's thorough-going enough to keep you off the streets for a while.

Graphics
Playability
Value for Money
Addictiveness
7

RACURSE



The problem with professors is they stumble into the most unacademic situations — like being surrounded by scorpions and animated Aztecs.

If you can't read, here's a pictorial reminder of your current character. Fire brings up a scrolling menu in the central window.

By choosing inventory then hitting fire the hi-lighted object appears under your control and can be steered around while in cursor mode.

Getting in was easy — just a game of dodge the mummy — but when Legless broke the jar to free the key this psychotic skull appeared.



Here's a Sinu Yale key which Roger Kite, the right man for such brainy work, is waving around in front of a stone lock. 'Stone me,' exclaims O'Donnell.

Once the Prof has puzzled out that security system, the exit will slide into the ground and out they go.

An important change in this window as it indicates what your current chosen object is. Useful when you pick things up.

gnashing death dealers with their flaming eyes.

If and when you get caught, which is very likely in the early stages, you'll need the help of one of the other characters to sprinkle your remains with a resurrection enzyme (*I could do with some of that. Ed*). Make sure each character has a pot of this which will remain near his or her ashes on demise — you'll need the whole team to complete the adventure.

Actually you'll spend a lot of time switching from O'Donnell, who's useful when brute force is called for, to the Professor who, being a brainy sort, can solve the problem of unlocking secret doors. Don't neglect Daphne's eye for detail work though, or Frozbie's propensity for digging up useful objects!

Hewson has come up with another goodie, though one word of warning; the memory is so packed there's not enough room for a reset game option. The death of all the characters results in a reload but there is the possibility of saving your position so do it at frequent intervals, especially before attempting something dangerous.

It's a tricky game but there's really very little to curse about *Pyracurse*.

Graphics
Playability
Value for Money
Addictiveness
8

KUNG-FU MASTER



US Gold/£7.95

Max I've played *Kung-Fu Master* before. In a fish'n'chip shop in Rochdale. No, I don't have a Spectrum on an elastic mains lead... I was banging away on an arcade machine, waiting for a bus home.

Point being that US Gold's new tape is a good enough conversion to actually remind me of that rather damp and forgettable evening. Up until seeing it, I was convinced I'd never heard of it.

Not that the graphics and animation re-create the smell of spilt vinegar very well. Or even touch on the atmosphere of most martial arts games. *KFM* suffers from wimpy little blokes with a slight mince, horrible identity crises (well, attribute problems) and the occasional jerk.

But if the graphics aren't so hot, it's the game that'll grab you. Your task is to beat your way through five floors of meanies, to rescue your loved one, taking on everything from henchmen (the sort of extras the A-team is filled with — just there to get injured), to knife throwers, dragons and killer bees.

Sheer size makes it a different kettle of Fist to your standard martial artser; you're going to need a lot of practice and a lot of stamina.

Your range of moves is more limited than with the straight fight games too. But little twists like having to shake yourself free of opponents to get a kick or punch in add a bit more realism and frustration to the game.

This is the one for those who reckon they've got these games sussed — the biggie. Don't worry about the way it looks; if you can beat this, you can beat anything. And have fun doing it.

I'm even tempted to go and spend a penny in an arcade to pick up some tips and see the real thing again. Damn good fish'n'chips too....

Graphics
Playability
Value for Money
Addictiveness
8

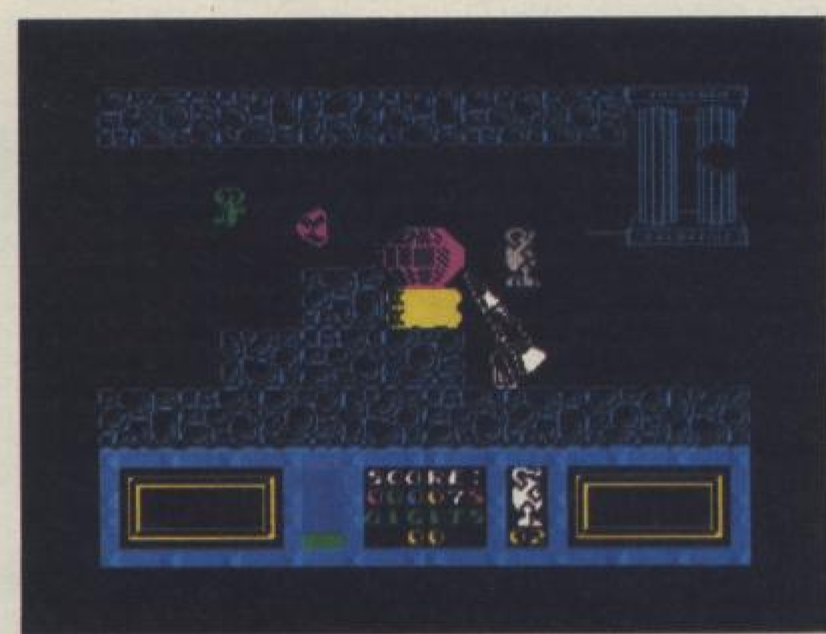
TREMOR

Americana/£2.99

Gwyn This is a classic case of one piece of dodgy programming spoiling what could have been a nice little budget game. But before you get down to the micro, set aside a weekend or two to try and understand the instructions. They too are a classic... of the blurb writer's fevered imagination!

If I've got this right, it all concerns the Ozbosians' moon, Orephul (how about that for an Orephul pun?) which is full of Nebunucleus. Now as you all know, a Nebunuclei is a Qigit and... and enough of this nonsense!

You control a Miracloid Droid who has to rush around a maze dodging twenty kinds of nasty and collecting ten Qigits that must be neutralised. There are also some physical traps to avoid and a few other useful objects to locate, including a thruster pack and a smart bomb. The problem isn't so much finding the Qigits as their relevant Nuclear Stabilisers, and though the game comes with a map, it doesn't seem to be particularly accurate.



Nothing too original I admit, though there are some great touches like the lifts which move platforms into place to make difficult leaps. The graphics are very attractive and the introductory music is great, though I've still not deciphered the speech. The number of keys is a bit of a handful, but eventually you get the hang of them.

All this would be fine if it wasn't for that classic mistake... aliens keep appearing in the same place as you are. There you are, dead without a chance to shoot 'em up. It makes getting anywhere almost impossible which is a pity because I wouldn't actually mind investigating these mines, if only I could stay alive long enough. As it is I can't advise buying it unless you're into frustration.

Graphics
Playability
Value for Money
Addictiveness
5

MASTER OF MAGIC

Mad/£2.99

Gwyn There's a grey area where adventures and arcade games meet — where role playing clashes with joystick jiggling — a place that people call... THE TWILIGHT ZONE!

Mike Gerrard may also get *Master Of Magic* to review. For all I know the Ed may start a separate column for these hybrids... a separate magazine even! But for the time being it's landed with a splash in my soup plate so off we go into another endless maze of monsters and machinations.

How best to describe *M Of M*? Remember *Out Of The Shadows*, the cult classic where the map around your little hero was only illuminated as far as he could see? Then what about *Swords And Sorcery*, the much delayed, menu-driven attempt to do a D & D in the depths of the Spectrum? *Master* masters the best features of both.

The quest's the thing and this time it's for an amulet, but that's not important. What really matters is that there are several large levels of deadly dungeon in which dwell doomed souls and assorted creepy crawlies. You are a mere dot on the map as you move around, and you only get to see the objects, monsters and even the walls and doors as you approach them.

Just to pep things up there's also a written description, which tells you when that smash with the mace missed or what the skeleton you've just reduced to rubble was wearing.

Once you're underway it's time to select some orders from the menu which includes everything you can do at a certain time. Examine is always there, as is Cast a spell from your repertoire of four, though these drain your magical strength, shown by a bar chart up the top. If there's a nasty near enough you can always go for a blow.

While the display is on the whole much clearer than in *Swords And Scorcery* and the menu system is generally easier to use, I wasn't too keen on the way that a vital command like Attack drifts about depending on how many other options there are before it. You need to have the GBH routine at your finger tips.

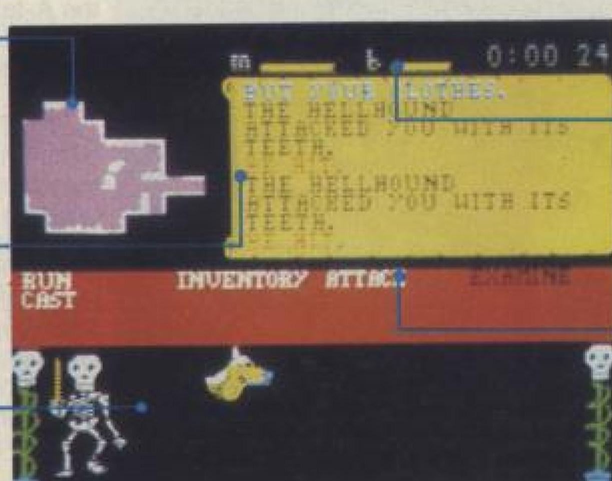
On the whole though it's a lot of fun to play and to explore and you'll need some nifty timing to mash all the monsters, plus some map making to locate the armour and weapons. While it lacks the role playing and expandability of PSS's system, this is a most cheerful offering from the Mastertronic bargain basement — or should that be cheapo caverns?

Graphics
Playability
Value for Money
Addictiveness
8

The subterranean radar thinks you're a real square but beware because that other figure's a far more detailed foe.

An on-going live battle commentary scrolls by for those who can shatter a skeleton and read at the same time!

To aid ready recognition of the rotters, monsters appear here, as do doors, magic rings and the rest, which draws your attention to them pronto.



Your strength may wane but worry not because there's a healing potion – if only you can find it in time.

Finding out when you're close enough to Attack can be tricky, but once a monster appears go for blow after blow. You'll soon learn how many hits it can take – and which are impervious to physical force.

QL NEWS & REVIEWS

***Max Phillips* tangles with *TechniQL* from Talent, takes on two new games and puts in for a transfer with *Archive* . . .**

THE KING

Trapped in a time-warp, Microdeal has launched an arcade-clone so old I'm not sure I can remember what it used to be called. *Donkey Kong* rings a bell but I'm sure there were no donkeys in it.

Anyway, it's barrels of fun (as they always say on the inlay cards of these games).

You get a pixel-for-pixel reproduction with four screens of cheerful and chunky graphics. The animation's okay, the sound a bit indifferent, the keyboard controls are horribly sticky and the going is definately hard.

In its favour is a practice mode with 12 lives so you get a good chance to work out each screen before playing the real thing with a meagre three.

Okay if you're hooked with a capital H. Otherwise you'll be left making an ass of yourself, going ape-fit and stamping your feet three times every so often . . .

FAX BOX	
Title	The King
Publisher	Microdeal
Phone	(0726) 68020
Price	£19.95

AQUANAUT 471

Man, I've been to some dives in my time but this one is dangerous! Microdeal's long-awaited arcade/adventure has finally surfaced and although it's a bit different from what we expected, it's still quite a game.

471 is principally a rather basic adventure game with TV mode graphics in its '100+' locations. The differences are that, unlike many graphic adventures, some of the pictures are animated and occasionally you turn a corner only to be plunged into some simplistic but tricky arcade game.

The other really nice trick is that boring commands like GO NORTH and so on are replaced with the cursor keys. So once you've got a map, you can quickly bash out a string of cursor movements to get to some particular room. Neat.

But it's the game itself that counts and while *471* isn't wholly original, it has some atmosphere and it's easy to get into.

As a licensed ocean-going hero, you respond to an SOS from the Trident Dome, a scientific lab buried deep in the ocean. The SOS comes from service droid Huey-14 but the signal is cut off before the droid can explain the problem. As you approach the dome, an explosion shakes the seabed. Your job; diagnose and cure the troubles.

Huey-14, you rapidly learn (though not from the poxy manual), is going to be a lot of help to you. Trouble is, I've yet to find the little bleeper. Floyd, I miss you too!

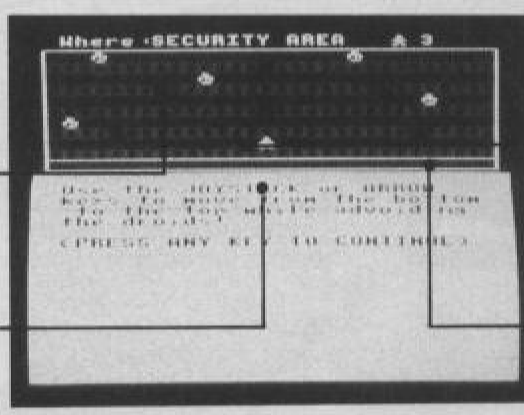
Your first problem is simply finding Trident. For a super-hero, your sub is a pretty basic model. So it's out with the pen and paper because *471* starts you off in a maze . . .

If you've got display troubles on your TV *watch it*! I wandered in vain for hours until I figured that I couldn't see Down exits indicated on my telly (fiddling with the tuning can be a useful dodge, you know).

Cheatskates among you might like to try going D,E,N,E,S,E,N,N,D,E,D,D from the first screen. A quick fight with a bunch of killer bubbles and you'll then arrive at the *start* of the adventure!

471 is a nice balance between being hard enough to be worth playing but easy enough to be interesting. Just beware of its instant death syndrome. Hint: don't open the Shutter. "A Mean Octopus floats in . . .". I ask you, have you ever met a friendly Octopus?

FAX BOX	
Title	Aquanaut 471
Publisher	Microdeal
Phone	(0726) 68020
Price	£19.95



Brakes! Hang around here for a split second to get the next doorway free. If you're well-timed, you can dash straight out the top and get back to the adventure.

From the starting position, dash right and up.

Once you're up here, run towards the right hand droid until he turns and then turn left and legit. If you get it right, the droid on the left will disappear down the hatch only pixels ahead of you.

Wait on the ledge for a gap in the traffic. Every two cycles, there's a big enough space to make the next level.

SECURITY AREA GAME

• Looks a bit familiar? Yeah, so it's a slightly old arcade game. But it isn't easy, especially when you just get dropped into it . . .

PLAYING THE FIELD(S)

One of the big drags with *QL Archive* is typing in fifty-odd records and then discovering that you've forgotten a field you need.

The usual solution is to write a short Archive program that creates a new file with the extra field and then copies the old one into it. You then have to trog through each record and fill in data for the new field in each record. Nasty!

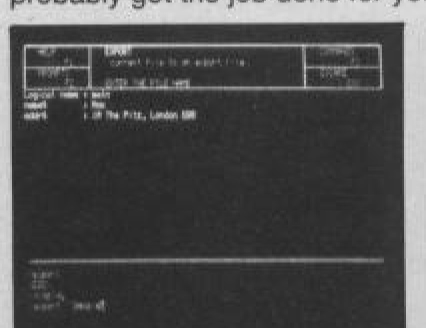
Fortunately, if you've got less than 255 reasonably short records, you can probably get the job done for you with a little help from *QL Abacus*! To start, EXPORT the file to microdrive.

Then load up *Abacus* and import the data *by columns*, starting at cell A1. Each record is now a row of the spreadsheet and each field a column. The field names are on row 1 (minus their $ signs but don't worry about that!).

Now you can add a new field simply by typing its name in row 1 and filling in the cells for each record. If you put non-numeric values in the cells, the new field will be a $ field when it's imported back into *Archive*.

In fact, you can use any *Abacus* commands to insert fields wherever you like, delete fields, change the order of fields, edit the records, duplicate fields and so on and so on . . .

When you're done, export the whole lot *by columns* to *Archive*. Switch back to *Archive* and import the data into a new database file with IMPORT . . . AS. Hey presto — a completely revitalised database file with absolutely no programming!



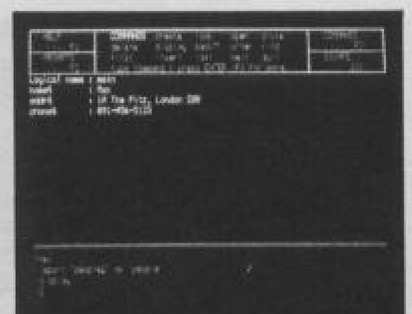
• Export your file from *Archive* . . .



Import it into *Abacus* . . .



Change it as necessary . . .



And send the whole lot back to *Archive*.

Fifty pounds on the counter suggests that Talent's new 2D CAD package is no ordinary drawing program. And it isn't; it's a real Computer Aided Design tool for producing complex and accurate diagrams, such as circuits, floorplans, maps, flowcharts, construction plans and so on.

These drawings can be much larger than the screen (in fact, you can only see a rather small chunk of drawing at any one time). You move around by driving the cursor off the edge of the visible area. Pressing PA then moves the window to show the drawing around the cursor position.

This is very awkward but there's no way *TechniQL* has the performance to scroll as you move the cursor. It's quite possible to draw with the cursor off screen which is even nastier but at least there's a FIND CURSOR command if you manage to get wholly lost.

The other way to handle big drawings are the ZOOM IN and ZOOM OUT commands. Like something out of *Blade Runner,* you can zoom in or out as far as you like. (Although, unlike *Blade Runner,* you can't actually zoom into detail that wasn't actually there in the first place — now that would be good!).

But you *can* reduce a drawing several feet wide to a single dot on the screen and then magnify it up so that you're looking at an area an inch wide stretched across the viewing window! And all the drawing and editing tools work at any zoom position — magic!

The crunch comes when you want to print your huge creation. *TechniQL* is a bit weak here — it works by printing a drawing in up to nine vertical strips. And it only prints on Epson or Epson-compatible dot-matrix printers, including the official Sinclair printer.

TechniQL's other big advantage over common-or-*QL Paint* packages is that it's great at building up diagrams from pre-defined shapes and symbols called 'cells'. These can be elements of a floorplan such as doors, windows, tables and so on. Or electronic components in a circuit diagram.

Each of the 74 cells in *TechniQL* is a complete drawing area in its own right (in fact, your overall diagram is just one big cell). You can set up the cells you need and then plonk them into position, scaling, rotating or mirroring them as you need to. Time, effort, memory . . . you name it, cells save it.

If you change a cell, all the times where that cell is used on the diagram change too! And you can warp your mind by putting one cell into another and then dropping the second cell back into the first.

To help make drawings accurate, you can 'snap' all the elements of your diagram onto a grid — this also helps in copying existing diagrams and roughs onto the QL. And the status window gives a precise readout of cursor position.

Finally, if you've still got room left to understand it, *TechniQL* has seven layers of drawing. Imagine layer 0 as a piece of paper with the base drawing on it. You can then add sheets of clear acetate (posh tracing paper) over the top of it, with extra elements on them.

So layer 0 might contain the basic floorplan of a house. The next might be the electrical wiring diagram. The next might be the position of the furniture and so on. If you happen to design silicon chips in your spare time, you'll recognise how useful this can be.

You can switch the different layers on and off at will to view the whole shebang or just work on one particular level. This is a real help on very complex diagrams and also does a lot for the speed of the program. One very useful trick is to draw a rough on one layer and use it to position the final drawing on the other. Switch the rough off when you print and bingo!

Beyond this, all the usual drawing tools are there; lines, circles, fills and so on. The drawing may be labelled using a special font made up from straight lines. This has the advantage that it can be reduced and enlarged without losing readability and the disadvantage that it's capital letters only. Talent is promising a package with a range of fonts and a font-designer for *TechniQL* in the future.

By and large, the actual drawing facilities are much the same as most painting programs (maybe it's because they all use the same QDOS routines . . .). However, Talent makes much of its Bezeir curve drawing algorithm for producing smooth curves. Watch it though — small curves look like a seismograph recording the noise of a planet falling off the edge of the universe. Kerrr-plonk!

Using the program is much like *QL Paint* (neé *GraphiQL*) with unhelpful pop-up menus and cryptic one, two or three character key sequences. The QL chirps if you've got it right, blows a raspberry if you were close and does something you didn't want if you hit the wrong key sequence.

You try remembering the difference between the EC and CE commands; the first selects a cell, which may have taken hours of work, for further editing. The second erases it instantly. Yuk!

To reduce the chance for errors, *TechniQL* won't let you type ahead of the program. So it's still horribly slow even with expert users.

All this is made much harder because Talent doesn't think that £50 is worth a printed manual. You get a compressed 45-page text file on the microdrive. If you don't want to print it yourself, Talent will bash you one out free. But only on receipt of your registration card — so you've got to wait.

Nice program, shame about the scuzzy presentation.

TechniQL may well be the most advanced QL program since *Supercharge* but its appeal is pretty limited. It must be the cheapest CAD system around if you don't already have a machine.

That said, you can't use a plotter, you've got to put up with a rather fiddly user-interface and you really need an expanded QL.

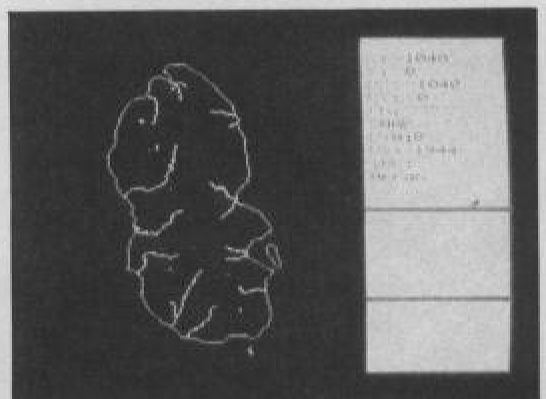
WHAT A PERFORMANCE

It's important to understand how *TechniQL* actually works to get the most from it. Rather than storing your drawing as a bit-map like other programs, it actually records the commands used to create particular cells and the position they were used at. Every time the screen is redrawn, the drawing is built up from scratch in sequence.

This approach, and a bit of clever maths, provides all the zooming, scaling, rotating, cell planting stuff in one go. It also allows the RE-EDIT command, where you can step through from a blank screen right up to your finished drawing, adding extras, correcting mistakes and so on! Plus it saves memory.

The problem is performance. Even when you're zoomed out and can't see the detail of your drawing, *TechniQL* has to do all the calculations for everything just to make sure it's got it right. The same goes for something as simple as panning the viewing window sideways — sit back and relax as the program works out what actually goes where.

Careful use of the layer facility can make using the program a whole lot faster but the basic problem remains. On a 128K QL, you're simply designing and drawing in slow-motion. If you're serious, get a memory upgrade!



• A lonely island somewhere off the west coast of Scotland, faithfully reproduced in *TechniQL*.



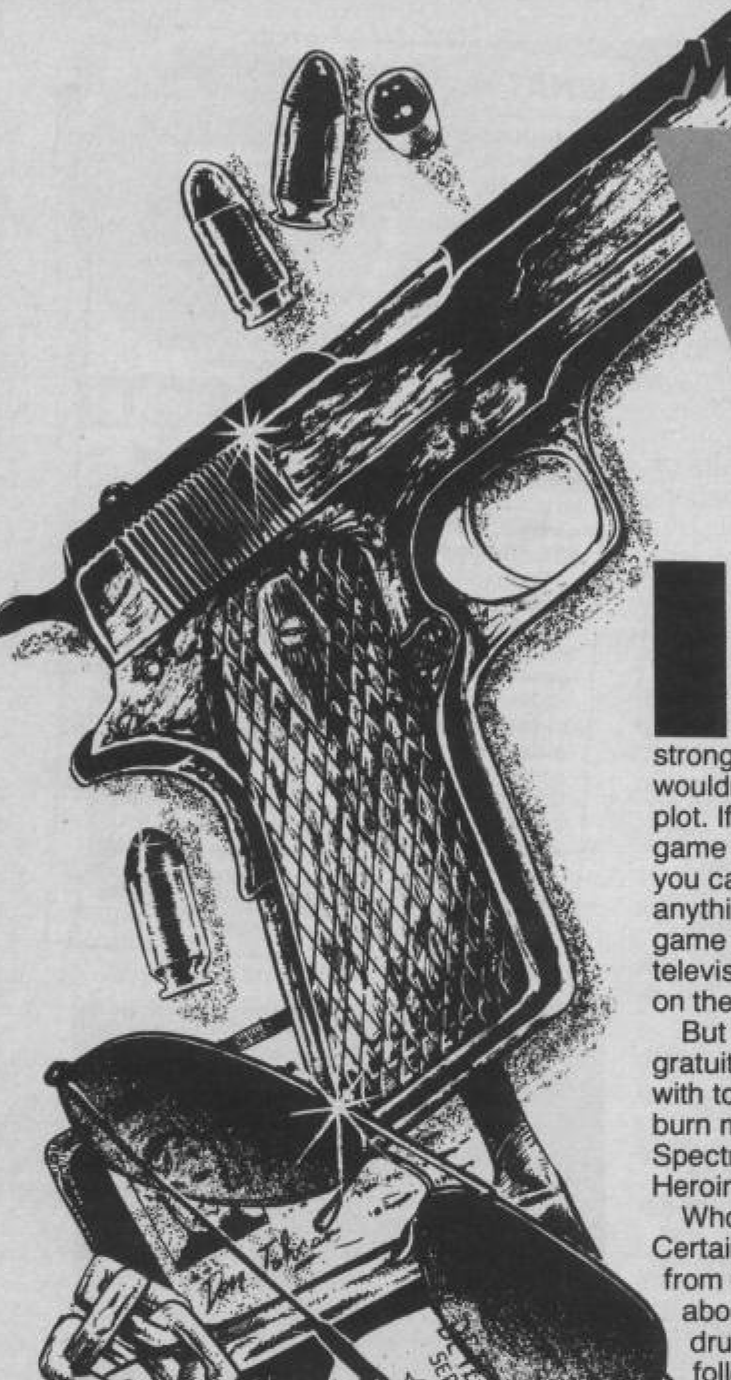
• Zoomed in a bit, more details of the island are visible.



• Almost hit the deck — a streetplan of a town is now visible.

FAX BOX

Title	**GraphiQL**
Publisher	**Talent Computer Systems**
Phone	**041-552 2128**
Price	**£49.95**



MIAMI VICE

YS PREVIEW

It had to happen — the hottest team on telly are all set to appear on your Spectrum. Now you can control the colour co-ordinated combo in their clash with Florida's felons. *Tommy Nash* hands out some Miami advice on Ocean's new game.

If you were asked to draw up a list of features that go to make up a good arcade game, what would you have it include? Fast, violent action that lets your fingers do the shooting? Good graphics with strong colours? Plot? Well, okay, you wouldn't spend too much time on the plot. If you can have a first-class arcade game about a ball bearing called Bobby, you can have one on just about anything. Which is just as well for a game based on *Miami Vice*. In the television show it's the plot that gets left on the cutting room floor.

But the rest is all there. Lashings of gratuitous violence, liberally dolloped with tomato ketchup. Car chases that burn more rubber than a microwaved Spectrum. Shooting without breaks. Heroin and heroines.

Who needs a plot with that lot? Certainly not *Miami Vice,* the new game from Ocean. It's plumped for the one about Mr Big (here called Mr J), the drug dealer, and how you have to follow the clues to bring him to justice. Yeah I know, corny isn't it? But to make up for the lack of a sophisticated storyline, it does have the car chases, the shoot- outs, the interrogation of suspects and the drug-dealing of the original.

At first, the game plays, and looks, rather like it's *Frankie Goes To Florida.* But of course, in America nobody walks when they can go by car. So, you start the game sitting in Crockett's Ferrari, which in the tradition of computer cars looks more like a black blob à la *Spy Hunter,* all ready to punish the Pirellis. The whole of Miami, from its beach to its bums, is mapped out from above waiting for you and your partner (you can toggle between Crockett and Tubbs) to catch the crooks.

Right, foot on the gas pedal and crash! Er yes, without Crockett at the wheel it's not so easy to dodge the other traffic. And though you don't die when you're in an accident it does put a nasty dent in your damage status and means an early trip to the Hospital to bring you back to full strength. And if you're carrying a crook and his evidence back to City Hall, you can wave goodbye to both if you're involved in a pile-up.

Of course, you can't really have a decent car chase without a fair amount of shooting. So, if you come across one of the crooks' getaway cars getting away — they're the red ones — Crockett and Tubbs can open fire. And they can shoot both behind and in front plus the driver can let rip to the side as well. The one thing to watch though, is that when you're blazing away with the Magnums you can't steer at the same time — the joystick just changes the direction you shoot not the direction of the car. This is really going to call for some mighty flexible manoeuvring if you don't want to end up spread out like Marmite on the Miami freeway.

With a bit of luck you'll make it to one of the named destinations on the map where you can enter to search for clues and pick up evidence. It's here that the game switches to *Frankie* mode. Inside each location you may find bags of heroin that you can pick up simply by walking over them or you may meet one of the Miami underworld. The flashing menu at the top now offers you a choice of actions. Do you want to talk? Subdue him? Arrest him? Or just blast him away? Well, okay, we all know what they'd do on the telly but once in a while the more subtle approach pays off here. Dead men don't tell lies, but they don't give you much in the way of leads either. If you're ever going to feel Mr J's collar you'll need to follow the trail of clues that takes you on a guided tour of Miami's lower depths.

When you've hit the trail, timing is all important. If you've pumped one of the hoodlums (full of lead if necessary) till he's told you the time and place of a meeting and you arrive too early, the crooks will be tipped off and make their getaway. Too late and it'll all be over. To catch the crooks in possession you need to time it just right and arrive between four and eight minutes after the meeting's started. No time to nip home for a quick clothes change here. Oh and by the way, you're on your own once you leave the motor — Crockett and Tubbs can't enter a building together. It's up to you to decide which of them to take in — and always take the stronger. If either Crockett or Tubbs buys it, bang goes the rest of the game.

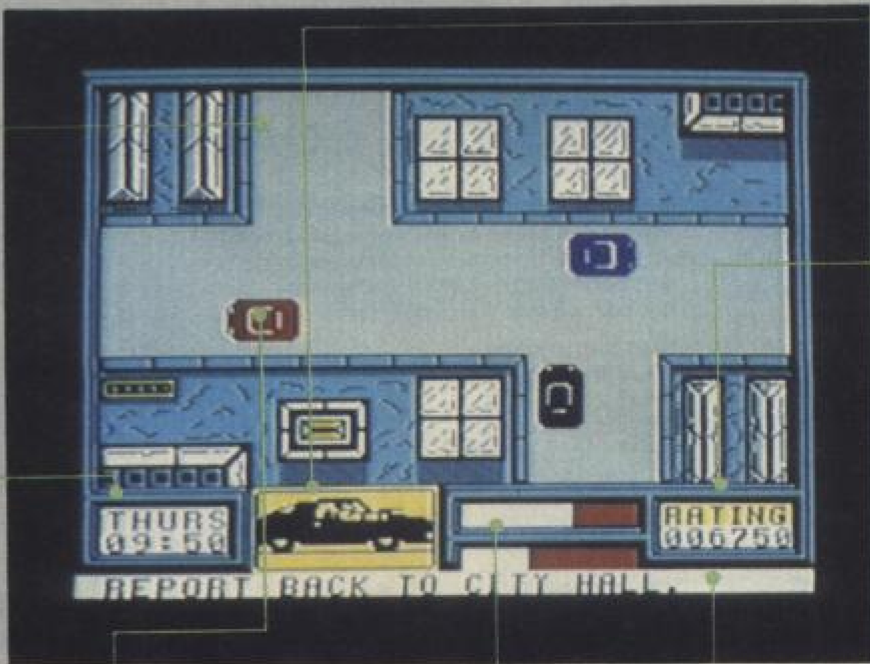
Miami Vice is going to take some mastering — first impressions are that it's as tricky as working out what's going on in the telly programme beyond a constant change of clothes. And even though Sonny and Rico wouldn't be over impressed by the sartorial elegance of their Spectrum sprites, the game promises that it'll soon have you in a vice-like grip.

FERRARI FERRAGO!

Miami mia! This is the scrolling street plan of Florida's most violent city. Unfortunately the scroll isn't smooth but screen by screen so that all the different machine formats of the game are identical. Hmmm. But if the Amstrad can't do it should we all be made to suffer?

Miami's gonna take some mapping. The city covers an area approximately 8 by 16 screens big, so you've got some travelling to do, especially if you hope to stay on schedule.

Time waits for no man — not even a Miami policeman. Starting on Monday you have just one week to bring in Mr J. And each minute on the clock ticks away at the rate of one second in real time. So, get your skates on!



Oh shoot! You can see from this pic of Crockett's Ferrari who's doing the shooing and the direction he's letting rip with the bullets. Just remember you can't shoot and steer at the same time. This isn't the telly now you know.

Your score goes up when you return to City Hall with crooks who've spilled the beans and their evidence or when you shoot getaway cars. The only trouble is that scores tend to go down much more quickly than ever they go up . . .

A clue — Mr Big puts in a dramatic appearance on the beach. But, and it's a big but, will you be there at the right time and will you have the evidence to book and send him down for a stretch? If you miss him and you make it to the end of the week, you'll have to start over again. The crooks follow the same itinerary the next week but without the ones you've killed or carted off to City Hall.

You can take is as red that this is the getaway car. If you shoot any of the other colour cars though, you're in trouble and likely to lose points.

These status bars show who's holding up best under the strain — and who should be let loose inside the buildings. Crockett's up the top and Tubbs is down below. If one or other of them looks like he's on his last legs you'll have to rush him off to hospital to revive him. But you can only resort to that once a day.

Along the bottom you'll receive messages with orders on where to go next, information on what's happening elsewhere in the city and APB's on wanted criminals.

IT'S A BUST...

When you've cornered a hoodlum, the range of options open to you is displayed up the top here. Or rather they're not! This being the pre-production version you can see them all — when the game's finished you'll have to choose the one you want by hitting the fire button when your choice is highlighted.

You can choose your main man by hitting the fire button when the arrow pointing to your option is lit up. As there's nothing really to choose between the two of them, go solely on who's strength's holding up best.

So, he don't know nothing. We'll soon see about that. A bit of official violence should soon loosen his tongue. The full flavour of the game comes over in the exchanges you have with the crooks. You have to learn who responds to what method. Now let's start again from the beginning . . .



This is where the game really departs from 'real' life. Whoever would believe that Crockett and Tubbs would go a whole week on a job in the same set of clothes. A whole ten minutes is a bit on the dodgy side.

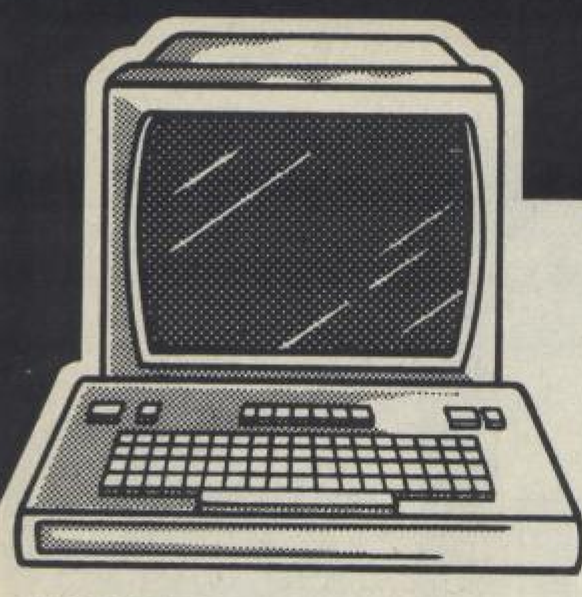
Now you're inside the building you'd better start rounding up the villains. The only trouble is that as this is a pre-production version of the game both Crockett and Tubbs appear on screen together. In the finished game, you'll have to choose which of them to take inside to carry out the raid.

These two icons tell you what you're carrying around in the car. The top one represents a bag of the evil white powder and the bottom one the villain who was caught in possession. Get them back to City Hall a bit smartish if you want to collect the extra score.

FAX BOX

Game	**Miami Vice**
Publisher	**Ocean**
Price	**£7.95**





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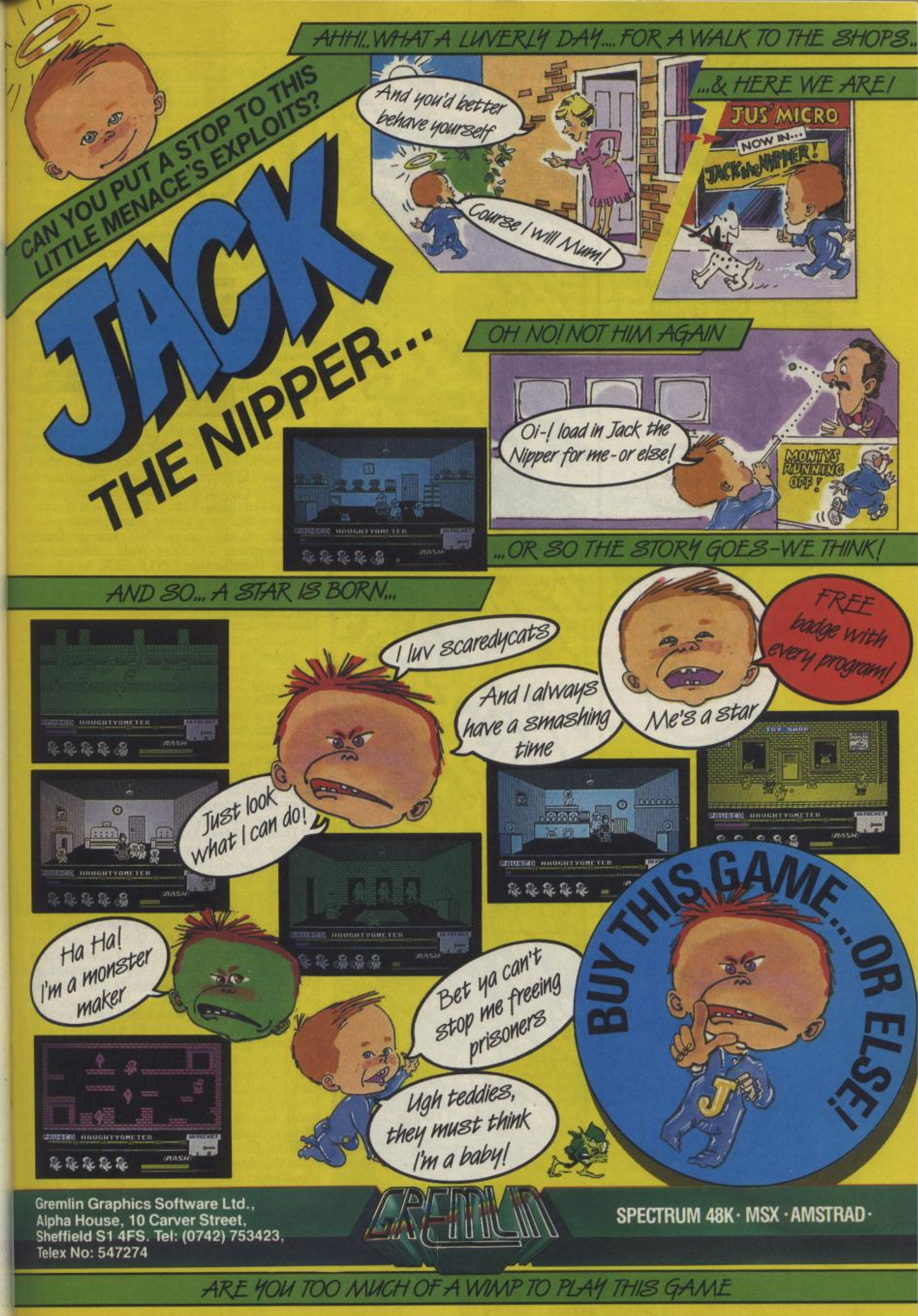
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AHHI, WHAT A LUVERLY DAY.... FOR A WALK TO THE SHOPS..
And you'd better behave yourself
Course I will Mum!
...& HERE WE ARE!
JUS' MICRO
NOW IN...
JACK the NIPPER!
OH NO! NOT HIM AGAIN
Oi-! load in Jack the Nipper for me - or else!
MONTYS RUNNING OFF!
...OR SO THE STORY GOES-WE THINK!
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YS Adventures





Heavy on the help in *Heavy On The Magick,* that's several readers this month. Scottish person **Roderick Gillies** claims to be a Zelator; that's the second level up in what he claims is "the most amazing adventure on the market and the closest thing to a computerised role-playing game ever produced." Tips he gives include invoking Magot safely by using the sunflower (and getting help on where to find things), and invoking Belezbar with the mantis (and learning about things.) Silence is the key to opening one door, while a good direction to take from the start is e-n-w-nw-w-ne-nw-ne-e-e-e-s-sw-e then after a little violence go se-se. But what Roderick wants to know is Rabak's second name and how to invoke Asmodee without getting toasted. Fellow fans write to **33 Kings Park, Longniddry, East Lothian, Scotland.**

John Haigh writes from **St Helens,** which is the very town in which I grew up — ah well I remember those Saturday afternoons down at Knowsley Road, and Is Bernadette still ... ahem, yes, getting carried away there. Anyway, John sends *Heavy* fans on a slightly different route to get another page of the Grimoire: e-n-w-nw-w-ne-nw-e-ne-s-se-e-ne-n-e-s-nw-sw-s-se-se.

Quite a way on in the game is **Daniel O'Donoghue, 17 East Walk, Scunthorpe, South Humberside DN15 6RX,** but he too wants to know Rabak's last name, how to interpret the sign next to the door at Quarda Porta, and wonders what the sign by Rabak means. He also wants more adventure pages. Well, we can definitely satisfy him this month!

Heavy On The Magick is proving pretty mega, and in response to my request for a pig of an adventure Tom Frost suggests *Knight's Quest.* Any advance on that?

Remembering that we cater for all adventurers, beginners and experienced, **Garry Postle** writes to say he's having trouble with his first adventure, *Sinbad.* What to do after killing the skeleton? EGAC RETNE then RAB EKAT and RAB WORHT. This should help **Leigh Parry** from **Rochester** as well, who also needed to know how to kill the skeleton: EXA EHT HTIW.

Thanks to **Mark Thomas** of **Plymouth** for lots of clues on lots of adventures, too many to list but including Artic, Interceptor, Level 9, Hewson, Scott Adams, Melbourne House, Gargoyle, Richard Shepherd, Incentive — well, you name it, Mark's probably solved it, so write to him anyway at **47 Elford Crescent, Colebrook, Plymouth, Devon PL7 4BT.** One that's got Mark stumped, though, is how to get out of the car in *Project X: The Microman.* I'm not surprised, as that one's rather sneaky, and what you have to do is ECIWT ELDNAH NRUT.

Regular correspondent **John Barnsley** says that he finished *Price Of Magik* on 7th June at 1.30 am (another late night session!) and *The Worm In Paradise* back on Valentine's Day. He's stuck on the slightly more modest *Beatle Quest,* however, so for John's benefit, what does he do when he's reached the fairground? Beatlemaniacs should write to him at **32 Merrivale Road, Rising Brook, Stafford, Staffs ST17 9EB.**

Mike Bennett of **Basingstoke** needs some light shedding on *Dungeon Adventure,* where he's floundering around in the dark somewhat. First you could try getting the DOOWTFIRD and lighting it in the ERIF FO TEJ, then if you can find the PMAL TEMLEH you could light it up with a PSIW EHT 'O LLIW. All light?

A hurried letter from **Glyn Jones** of **Basildon,**

who was worried about being late for school when he wrote — and this is from a teacher! He simply asks for more hints, and reminds me not to neglect the budget games in reviews, saying he's had much more fun from the likes of *Subsunk* and *Holy Grail* than from *The Hobbit* ("takes itself too seriously") or *Sorderon's Shadow* ("nice to look at but I've never really made any headway with it.")

A lengthy letter from **Bill Gray** of **Inverclyde**, who was also in a hurry when he wrote to me — hope you found the tin opener, Bill! He comments on budget games too, mentioning the difficulty of buying too many of the £9.95 variety. Bill's a text-only fan at heart, with the natural exception of Terry Greer's work for Interceptor, and has been having trouble loading some of his older adventures, which went into the Speccy quite happily when first bought. Any similar experiences anyone?

Some tips on *Runestone* from **David Williams** of **Peterborough**. First change to Greymarel, he suggests, then get the staff from your tower and recruit some allies. Next find a ship, sail to the island, enter the tower, kill the orc and open the chest. The book of Zaphir needs to be read five times — ask Chrono to do this.

Philip Hancock of **East Ham** writes in to say that within days of his problem appearing in *YS*, someone phoned him helping him out of all his troubles. And he didn't even give his phone number! The kind caller was none other than **Roger Garrett** of *The Guiding Light* adventure magazine, which I gave a mention to a couple of months ago. A good reason for subscribing, then, knowing that the man in charge is indeed a Kind Soul.

A bit of *Lord Of The Rings* advice from someone calling himself the Dragon of the Deep, all the way from the Shetland Isles. In fact, there's a lot of advice, but no room to print it all. The Dragon suggests it's best to kill the Black Riders if playing a multi-player game, by typing KILL RIDER and changing character after each blow. The only restriction seems to be at the Brandywine Bridge where Merry is incapable of harming them. Probably got Merry from too much brandywine.

Another letter from **Richard Grandorge** of **Dorset**, stuck in *Heroes Of Karn*. How to get past the lizard? XOBREDNIT HTIW SAG THGIL. How to escape the dungeon? DRAUG OT DLOG FO GAB EVIG. **Craig MacBurnie** of **2 Longridge Avenue, Lambton, Washington, Tyne & Wear** offers help on *The Fourth Protocol*, *Spellbound* (what??), *Lord Of The Rings* and about twenty others, but is stuck in *Circus*. How to get into the maintenance wagon? EPORTHGIT MORF RAB LATEM HTIW. And how to fix the generator: ELBAC DOOG A SEKAM EPORTHGIT.

Jiggery pokery time from **Stephen Folly** of **Harmondsworth**, who points out to anyone interested that in *Sorceror Of Claymorgue Castle*, the list of verbs and nouns starts at memory address 36538, there being 94 verbs and 106 nouns. Peek away, oh POKErs.

To show that there's really no escape from these adventurous Scotsmen, I've now had a letter from Edinburgh from one with the very Scottish name of **Jimmy Clyde**, of **8/8 Southhouse Square** in that fair city. He's got several friends interested in forming an adventure club, so anyone in Edinburgh who's also keen please drop him a line.

Next letter... oh no, it's someone in Glasgow with the same idea! This time contact **Martin Gormley, 51 Walter Street, Dennistoun, Glasgow G31 4PX**. They're really ganging up on us now, folks. Aaarrrrggghhh........ (runs screaming from Castle Rathbone at the prospect.)

Venture forth with Mike Gerrard

News

Words with Rainbird's publicity person, Paula Byrne, extracted the news that by the time you're able to buy this issue of *YS* you should also be able to buy *Jewels Of Darkness*, although it'll cost you somewhat more than the mag does, at £14.95. For this you get the first piece of co-operation between Rainbird and Level 9, the rewritten *Colossal Trilogy*, in a bumper box with three cassettes and a novella — then you can go round saying Ivor Novella (a joke for older readers, that one). The novella is called *The Darkness Rises*, and sets the scene for the adventures.

So what, you might say, as being intrepid adventurers you've no doubt already played and solved the trilogy! *Colossal Adventure, Adventure Quest* and *Dungeon Adventure*. Well, Rainbird reckons that the games have been sufficiently reworked to make them of great interest to old and new adventurers alike, and if we thought that Level 9 was doing well to have once squeezed *Colossal Adventure* and the rest onto cassette, it's now added 200+ pictures to each, and enhanced the text, and it's all looked after by the latest Level 9 parser. As with *The Price Of Magik*, 128K owners aren't being neglected — each tape will give you a choice of playing in 48K mode the ordinary text plus graphics game, or the lengthy text only version, while 128K'ers can have the enhanced text with piccies too. Sounds neat to me. Fingers crossed for a review next month.

Paula also told me that she'd just been seeing graphics supremo Terry Greer, and he should be doing some work for Rainbird in the future, all being well. Meanwhile I understand he's working on something for Activision. Sounds interesting.

Remember the guide Melbourne House produced telling you how to play The Hobbit*? Well Century Communications has now published a 140-page book called* The Fourth Protocol: Playing The Game, *and it should be accurate as it's written by the game's designers, John Lambshead and Gordon Paterson, at the princely price of £5.95. For those readers who write in asking how to find the bomb, please note that this section is 42 pages long! The book is handsomely printed, with lots of screen shots, and for those who can't get started or who have finished but become fascinated by the game's complexities, it'd be well worth having. Differences in the Spectrum and Commodore versons are catered for.*



I know lots of you are interested in the budget games, as too many of those tempting titles can turn out mega on the wallet. In which case note that Central Solutions is aiming to become the budget company among budget companies, having reduced the price of all their titles, including the doubleplay cassettes, to just 99p. The bumper budget packs of ten adventures are cut to £4.95. If you're having difficulty tracking them down in the shops, note the new address and phone number: 121 London Road, Knebworth, Herts SG3 6EW (0438-811730).

News of yet another privately printed adventure guide, though it's not strictly new news as *Adventure Handbook* is now up to issue 9, and its genuinely packed pages rival *Insight* and the dossiers of the Adventurers' Club Ltd. It's published by H&D Services, 1338 Ashton Old Road, Higher Openshaw, Manchester M11 1JG, and £1 will get you a sample issue. The one I saw had the usual clues, reviews, swops and solutions, with maps and competitions too in its 44 pages. That has to be value for money in anyone's eyes, and my thanks to the readers who already subscribe and who told me to tell everyone else about it. Consider yourselves told.

Finally back to Level 9, and if you think it gets more than its fair share of mentions, that's because it's producing more than its fair share of adventures. So many, in fact, that they're coming out in at least three different places. Rainbird I've mentioned, though after Jewels Of Darkness *will come* Knight Orc, *where the tables are turned on you. Yes, the Orc strikes back.*

The Mole strikes back as well, with The Growing Pains Of Adrian Mole *due in the summer from the Mosaic/Level 9 partnership, shortly followed by their version of* The Archers *though I'm sure to get in trouble if I call these adventures instead of 'interactive text games.'*

Not neglecting the actual Level 9 label itself, the company also hopes to have two more titles ready by the autumn, as well as planning its answer to MUD, *a phone-based adventure called* Avalon. *We're promised 10,000 real locations (real locations?) and room for a thousand players at once. I wonder if you can reverse the charges?*

ADVENTURERS INTERNATIONAL

We've an avid reader in **Gerold Hofheinz** of **Stuttgart**, **West Germany**, who says that he reads the adventure pages with great interest because "there are not so many Spectrum-freaks as in England." (Freaks, freaks, who are you calling freaks?) Gerold was writing to ask for the free sheet on *Bored Of The Rings* but wanted to know what to do about the requested sae, as he didn't think an envelope with German stamps on it would be much use to me. Well, adventurers international, there's a wonderful piece of paper you can buy at a post office called an International Reply Coupon, or something similar in your foreign tongues, so send me one of those.

Alex Fenyvesi from **Greenford** wants to send some help to **Brenden Roberts** of **New Zealand** on *Colditz*. The rusty dagger can be found SREWES YTSIWT EHT NI, and you reach those through the coffin, for which you'll need REVIRDWERCS EHT RETAL DNA RABWORC EHT.

KIND SOULS

Some souls are both Kind and Lost this month, so if you don't see an address here have a butchers at the Lost column, where, for instance, you'll find **Arthur Simmons**, or]er as he prefers to be known. He's]ering help on *Arrow Of Death I & II, Eye Of Bain, Greedy Gulch, Adventure 100, Waxworks, Magic Castle, Rifts Of Time, Planet Of Death*, and *Dangermouse I & II*.

No mouse when it comes to adventures is **Tom Frost**, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT, who's completed a list as long as your arm — though please don't write in and tell me how long your arm is, thanks all the same. Among Tom's successes are *Sea Of Zirion, Prospector, Legacy, Crystal Frog, Eye Of Vartan, Alter Earth, Golden Rose, Operation Nightingale, Hexagonal Museum, Urquahart Castle* and *El Dorado*. He's also completed lots of better known titles, like *Eureka* and *Knight's Quest*, so send your sae's north of the border if you've problems on those.

Also from the frozen north is **Kevin McIntosh**, the man they named a computer after. Still, it could have been worse. Imagine being called Kevin Oric, or even Kevin Pandora Portable. Help available on *Emerald Isle, Spiderman, Red Moon, Forest At World's End, Twin Kingdom Valley, Sub-Sunk, The Hobbit, Urban Upstart* and various wallyish games we won't mention.

Definitely not a wally is **Carl Young**, who's already finished *The Price Of Magik*, which proves to me that despite Level 9's claim that it's its best ever release, it's not half as tough as the wormy one. Carl's also completed *Emerald Isle, Red Moon, Colossal Adventure, Sinbad, Temple Terror* and most of *Mordon's Quest*.

A plea for inclusion in these hallowed pages comes from **Gregory Quinn**, 71 Festival Road, Portadown, Co. Armagh, N. Ireland BT63 5HE, and how could I ignore someone who's solved *Gremlins, Robin Of Sherwood, Adventureland, Secret Mission, Questprobe 1,2* and *3, Claymorgue Castle, The Helm, Subsunk, Holy Grail, Valkyrie 17, Red Moon* and *Mindshadow*.

An Artic enthusiast is **C. Banks**, 105 Ross Close, Saffron Walden, Essex CB11 4DU, having polished off *Planet Of Death, Ship Of Doom, Inca Curse, Golden Apple, The Hobbit, Greedy Gulch* and *Espionage Island*.

LOST SOULS

Trouble at t' ***Quill*** for **Arthur Simmons**, or at least trouble with some quilled adventures. Can anyone help out on *Barsak The Dwarf* (how to get a drink) and *Dragon Slayer* (how to slay the dragon outside the cave?) Also in *Spoof*, how to get to the island and where to find a pig's ring, and in *Mordon's Quest*, where to find the aqualung and the cigar. Answers to Arthur at 29 Willow House, Vauxhall Road, Nechells, Birmingham B7 4HU.

More Arthurs, this time the appropriately named Lost Soul of **Arthur Dark** who asks if anyone has heard of *Confidential* from Radar Games? More important, has anyone solved it? If so, Arthur wants to know how to get past Mrs Richard's front door. Can anyone enlighten Mr Dark at 27 Freshford Street, Earlsfield, London SW18 3TG?

Kind Soul **Kevin McIntosh** is also lost, having trouble with *Denis, Sinbad* and *The Sorceror Of Claymorgue Castle*, which is quite a trio to be wrestling with. No specific problems stated, but if you think you can help contact Kevin at 419 Great Western Road, Aberdeen AB1 6NJ. Good to know Scotsmen can occasionally get stuck in adventures. I was beginning to think they were damn near Macperfect.

Carl Young is screaming at me that he still doesn't know how to get enough gold to pay the guide in *The Souls Of Darkon*. Can someone kindly shut him up at 128 Kingsthorpe Close, St Anns, Nottingham NG3 3BB?

Much more polite is **Paul Scott**, 76a Field Road, London E7, who's stuck in *Crystal Quest*: how to get an outfit without getting caught on the Sentinel Delta, what do you do with the spade on Orion, and also how to repair the engines in the star ships.

Can someone bring joy to **Joy Birley** at Eryl Don, Mora Terrace, Criccieth, Gwynedd? Joy's held up in *Velnor's Lair*, wondering where's the healing pool and what to do now she's crossed the river in the bath. Grab a towel or send me the photograph, Joy, that's all the advice you're getting from me.

How to cut the wire fence in the German part of *Eureka*, that's the simple request of **Duncan McCormick**, 10 Byrom House, Lower Kersal, Salford M7 ORZ, and equally simple is **D. Perry** (no offence) who wants to know where the winged hero is in *Perseus And Andromeda*. If you can spare a Pegasus, send it to 86 Mapleford Sweep, Basildon, Essex SS16 4BU.

Eureka trouble as well for **Chris Jones**, 32 Harington Road, Formby, Lancs. Chris needs help in getting through the room full of bats, escaping from the slave ship, getting from the monastery to the crossroads and making a uniform.

A. Dalton is lost in *The Castle*, but doesn't say where and how, so help is needed at 69 Mountpleasant, Two Gates, Tamworth, Staffs B77 1EB, while **Chris Hill** of 339 Green Lane, Bolton, Lancs BL3 2LU wants to catch a code: the very last code for *View To A Kill*, and all the codes for *Bored Of The Rings*. Also how to escape the small green cell in *Planet Of Death*.

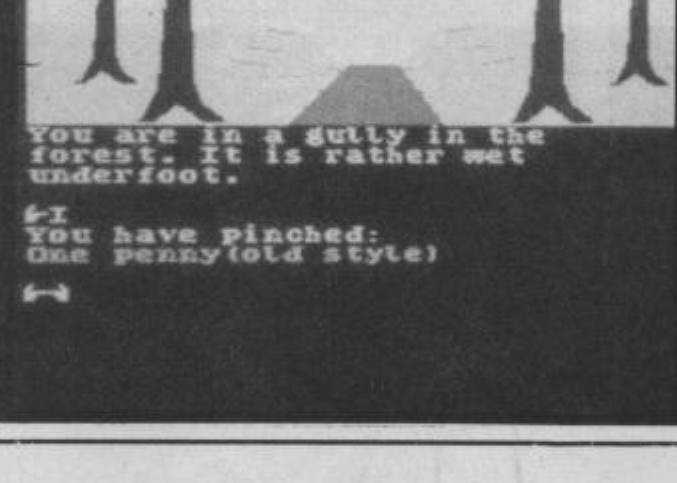
Finally there's recruiting trouble for **David Williams** in *Legend*, where the bowman is being bolshie. What can David offer him? Send all suggestions to 23 Shamrock Close, Stanground, Peterborough PE2 8JB.

THE VERY BIG CAVE ADVENTURE

Even the loading screen on this one is that bit different! Yes, there you are outside the familiar brick building, with a small stream flowing out and down the gulley. Yes, there's the door, so let's open the door and go in. What's this? The door won't open? Curses on you, you belles of St Brides. How inconvenient. Oh well, down the gulley and there's something useful on the floor — unfortunately it's guarded by a bull, and a rather stroppy one at that. But seasoned adventurers won't be bullied for long, and with the object in your grasp you may be able to enter the building after all.

Once inside you discover it's a welly-house, and to prove it there are the wellies, along with a log, a fence, a spring and a bomb. What, no lamp, food, keys or bottle? Never mind, out you go, and with a great deal of effort the missing ingredients turn up in the very secret hiding place. Back down the gulley — good grief, the bull's back.

Onwards and downwards, through the grate and into the tunnels, and here are all the familiar sights — yes, there's the debris room, there's the gilded cage, there's the bird, and there's the ginger-bearded figure throwing something at you. What? Let me examine the cage... looks inviting, I'm told. Okay, I'm game for anything. ENTER CAGE. Drat, I appear to be locked in. After five minutes my language becomes distinctly worse than 'Drat,' but at least it got me out of the cage via the swear box. Down I go to the vast hall, and east to... now hang on, this is getting extremely silly. I mean to say, a text-only version of space invaders? Come on, what is going on here. Zapped again and again, my only resort is the swear box and I've still only scored two shillings and fourpence three-farthings. No, wait a mo', after killing the snake here are some silver bars, so it's back via a magic word to the welly-house where my score increased by £10,000. Yippee! And back again by magic through the Habitat room and the twee room and more goodies, and what now, a dirty crack to the east. Alright, I'll fall for it... what's that? It'll cost me a treasure? Okay, in for a penny, in for a pound...



And this is only Part One I've been talking about. On the other side of the tape is Part Two, *Moron's Quest*, which you can begin provided you have a saved game position from Part One to load in; and this allows you to transport objects between the two sections, this second one beginning in the welly-house. Not that this helped me much as by the time I got there my food was battered, my keys were useless and the method of getting out of the house no longer worked.

Anyway, let's be sensible for a moment and say this marvellous game shows hardly any of its *Quill* origins, and though the graphics are a little repetitive (some of those caverns look remarkably similar!), once you're scooting around in the game you can switch them off or back on using the TEXT and GRAPHICS commands, and there's also the handy RAMSAVE feature.

If you've played *Colossal Cave* and have any sense of humour at all then you'll love this. And if you haven't played the original... well, you'll love it anyway. Buy it!

Graphics
Playability
Value for Money
Addictiveness
8

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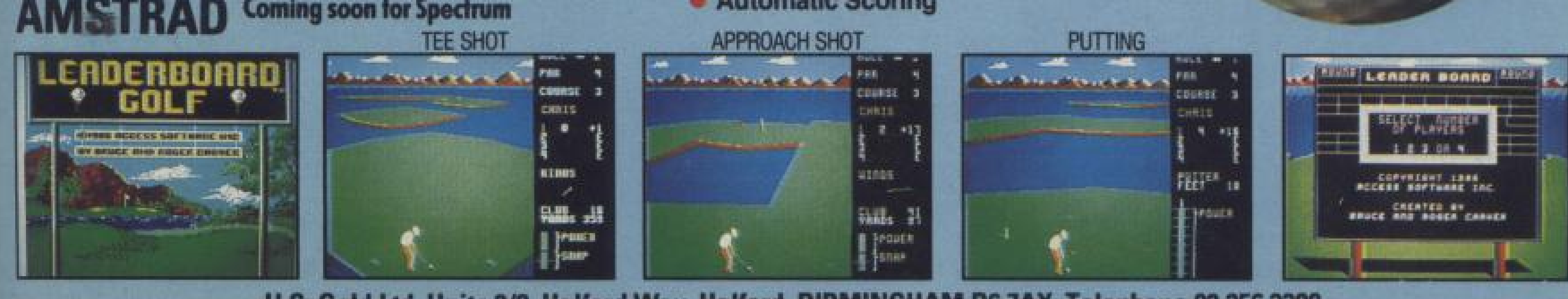
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• Other mags might bring you maps, but do they bring you delicate and subtle works of art, like what this is? We decided that a straightforward map would be boring and not at all in keeping with the spirit of Mastertronic's Quest For The Holy Grail, so we commissioned two lunatic art-people to prepare their own version of the adventure. It's based on a solution provided by Paul & Glenn Gibney of Carrickfergus, even if they did miss out a few locations here and there.

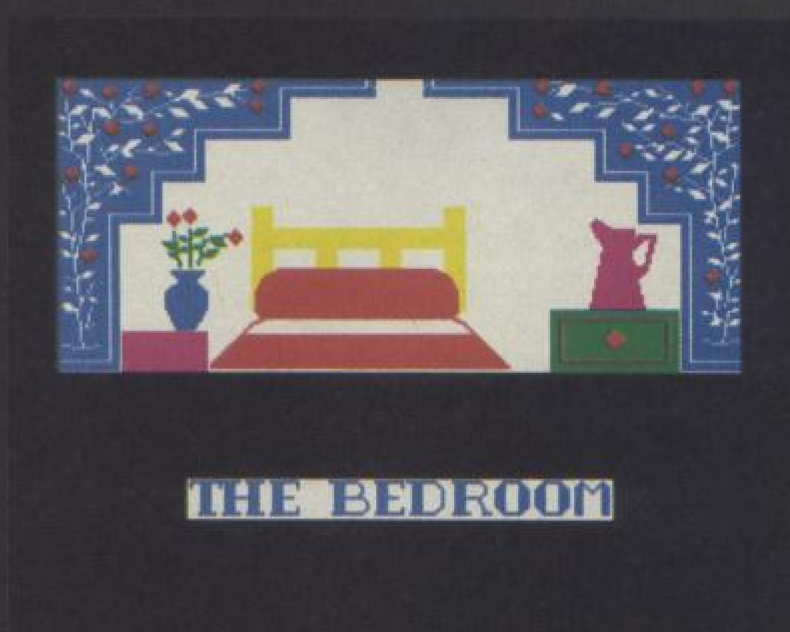
If you peer closely at the extremely silly map it might even give you a few clues to playing the game, and it should certainly give you a few laughs. For a more sensible solution, see next month's issue.

THE SNOW QUEEN

St Bride's has been almost as busy as Level 9, with its adventures now released by different software houses — in this case its adaptation of the Hans Christian Andersen fairy story, *The Snow Queen*. If you think you've seen it reviewed before then you're right, as review copies went out but the game didn't go on sale and now Mosaic has stepped in to publish it in this newly illustrated version.

The cassette cover contains an edited version of the tale, and you're advised to read the first couple of chapters while the game is loading. Then further reading of the story will give you some clues, but obviously won't tell you everything — this is explained in a rather charming way, by saying that of course other things happened that weren't written down! What did happen to start the story was that Gerda's friend Kay was spirited away by the Snow Queen, and it's Gerda's job to rescue him — oh, Gerda's a girl, Kay is a boy, in case you weren't too clear on the matter.

One thing you soon discover is that Gerda definitely has a mind of her own. The initial few locations inside her house include her grandmother's bedroom, where there's a wardrobe. OPEN WARDROBE, you naturally try, but Gerda says "Oh no, that wouldn't be right." Nor will she leave the house till she's done everything she feels she ought to. Hunger soon strikes, but a kind deed brings home the bacon ... well, something edible, anyway.



The graphics are in keeping with the story, and it should appeal to the young audience it's aimed at — but definitely not one for the orc-bashers.

Graphics
Playability
Value for Money
Addictiveness
7

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Publisher .... Mosaic
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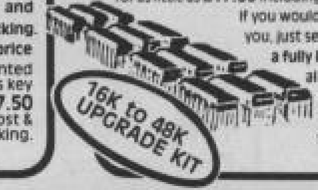
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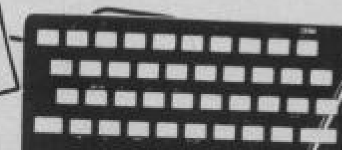
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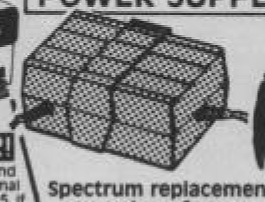
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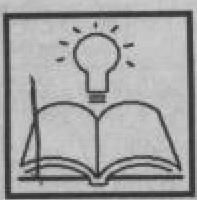
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A SECOND LOOK AT THE GRAPHIC ADVENTURE CREATOR

BACK TO GAC

So now, after all the waiting, you've finally bought your copy of Incentive's *Graphic Adventure Creator* — or at least you intend winning one in our competition — and you have a vague idea for an adventure. Where, you ask, do I begin? And the answer is, right here. This month, I'm going to take you step-by-step through all the stages you'll need to follow to turn out a finished adventure using GAC.



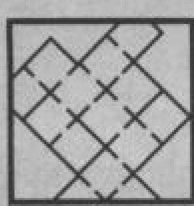
1 PLANNING

First, turn your vague idea into something more solid and construct a storyline — you can be doing this while waiting for your copy of *GAC* to arrive. What is the ultimate purpose of the adventure? It could be something stunningly original, like saving the country/world/galaxy from destruction, or finding the Red Moon crystal (oh no, that's been done) but let's say in the adventure I'm going to write that it's going to be the ultimate challenge: getting a pay-cheque out of the Ed!



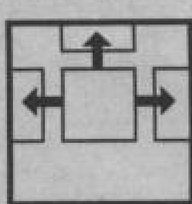
2 THE SCENARIO

Now you can work out your scenario; and you might find initially that it's better to work backwards from the final problem. In our case, let's say we have to give the Ed a Big Mac before he'll part with the dosh. (*Just one? Ed*). I won't repeat the full storyline here, but you can see the way it develops in the competition sample.



3 THE MAP

By now you should be able to map out the adventure on paper. Make your map the usual layout of interconnected boxes, with each one having an identifying number and a brief description. Ed's Office, the *YS* Rest Room (where you'll find the rest of us slaving away) and so on.



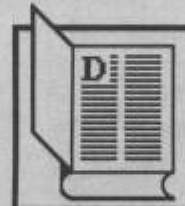
4 LOCATIONS

You're now just about ready to use the *GAC* system. Let's suppose the player will begin in the Reception area, location 1. Pressing R on *GAC*'s main menu allows you to enter the room descriptions. The first screen will now ask you "Which room number?" Enter 1 and then you'll see "Room 1 is . . ." and here you type in what you want to appear on the screen. If you want you can abbreviate it at first to just "Reception" and then extend it later. Next appears "Connections are?", where you type WEST 2 to show that if the player types WEST he's automatically taken to location 2. Conditional movements, ones where you need to do something first in order to get past the receptionist and go east, aren't entered yet.



5 THE PICTURES

You're next asked for a picture number and this may as well be the same as the room number: 1. You don't have to have a picture with every location but if you design picture 1 now it'll appear when the player enters location 1. By the way, you can knock up the graphics at any time, perhaps to give yourself a break from writing — just be sure to keep the numbering consistent with the text descriptions.



6 THE VOCABULARY

Now you're going to have to have a good think about the locations and the words that'll crop up in each of them. And remember, it's not just the verbs, nouns and objects that the player is going to *have* to use but also the ones he's likely to *try* using. For the moment, jot down on paper the words you want to include, adding the appropriate new ones for each location. Then you can look forward to a marathon session later when you enter them in their different headings.

Take verbs — 'V' on the main menu will summon up the Verb section. Each verb must have a number so you might enter 1 TAKE, 2 DROP, 3 GIVE . . . if you forget a synonym, just enter 1 GET later and the two options willl automatically be bundled together by *GAC*.

Now do the same for nouns and objects — and if you're unclear what the difference between the two is, it's just that nouns cover everything, but objects are only those things that can be moved about. If you don't want the player to be able to GET T'ZER, but you do want to include a response to that input ("She clobbers you over the head!") then define T'ZER as a noun but not an object.



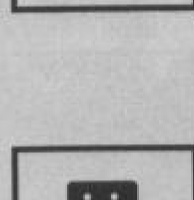
7 MESSAGES

So, now you have a message to enter. Summon up the Message section from the main menu and you'll get "Which message number? . . ." Type in 1 and then the message: She clobbers you over the head. Oh by the way, *GAC* automatically takes care of word-wrap and screen layout.

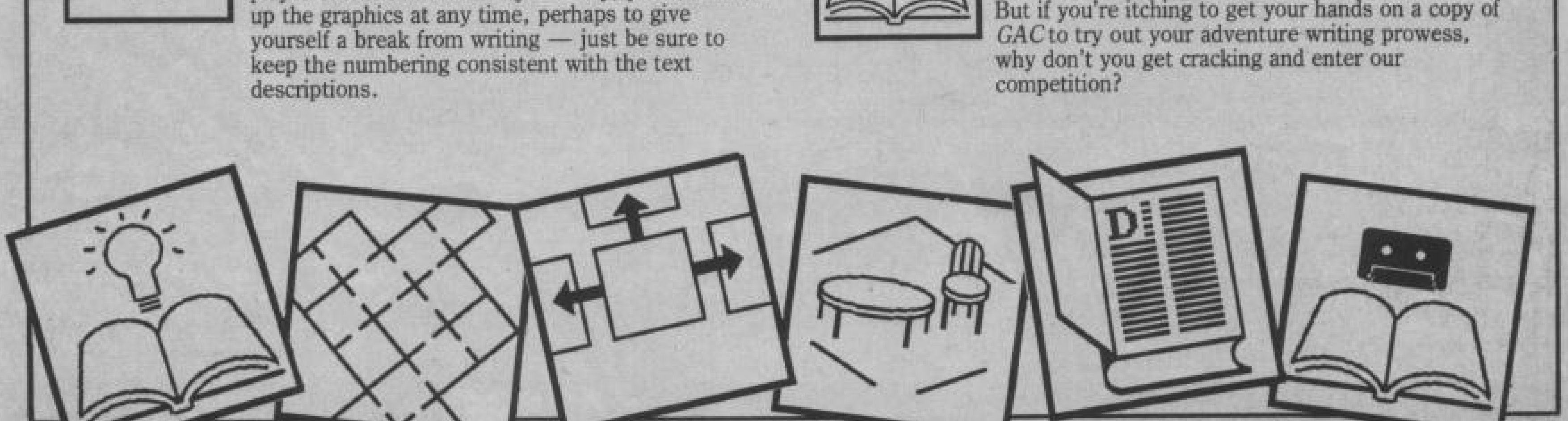


8 CONDITION

Let's say in the example given all entries have been defined as number 1. We now enter the condition for this particular action, in this case a local condition (see last month.) In plain English, what we're saying is that if the player is in room 1 and he types GET T'ZER, the reply will come back "She clobbers you over the head". In *GAC* talk this is entered under room 1's conditions as: IF (VERB 1 AND NOUN 1) MESS 1 END. The brackets are there just to link the words that go together.



And it really is as simple as that — in principal, anyway. Obviously, in practice you'll have lots of thorough checking to do, with hundreds if not thousands of combinations of locations, verbs, nouns, objects, movements, messages and so on. But if you're itching to get your hands on a copy of *GAC* to try out your adventure writing prowess, why don't you get cracking and enter our competition?



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GAC COMPO

Now that you've read in these pages about Incentive's new *Graphic Adventure Creator* you probably feel that you're quite an expert. The only trouble is, you've yet to get your hands on your very own copy before you can start adventure creating. Fortunately, those awfully nice people at Incentive are offering 15 copies of *GAC* as compo prizes.

And after all, it's in Incentive's interest in the long run. There must be loads of *YS* readers capable of writing best selling adventures that Incentive can then publish. And the result? Why, fame and fortune all round, of course!

All you have to do is tell us about the adventure you'd create if you won a copy of *GAC*. But don't panic. We're not looking for finished adventures, just ideas. Good ones. We want you to write a maximum of 200 words describing the storyline, and then to draw a storyboard of five pictures showing scenes from the adventure. The piccies can be your own original artwork or you can draw them on your Spectrum using any graphics package. But if you plump for the latter then you must send them in as printed-out pictures and not as programs on tape.

Just to give you an idea of what we're looking for I've written a short story, and a pretty poor one at that, which could be turned into an adventure using the *Graphic Adventure Creator*. Okay, so I wouldn't win with this but what the heck, I can't enter anyway. It's called . . .

THE CURSE OF CASTLE RATHBONE

This is a humorous adventure that takes place in and around the *YS* office. Your ultimate goal is the most difficult one of all — extracting a pay cheque from the Ed!

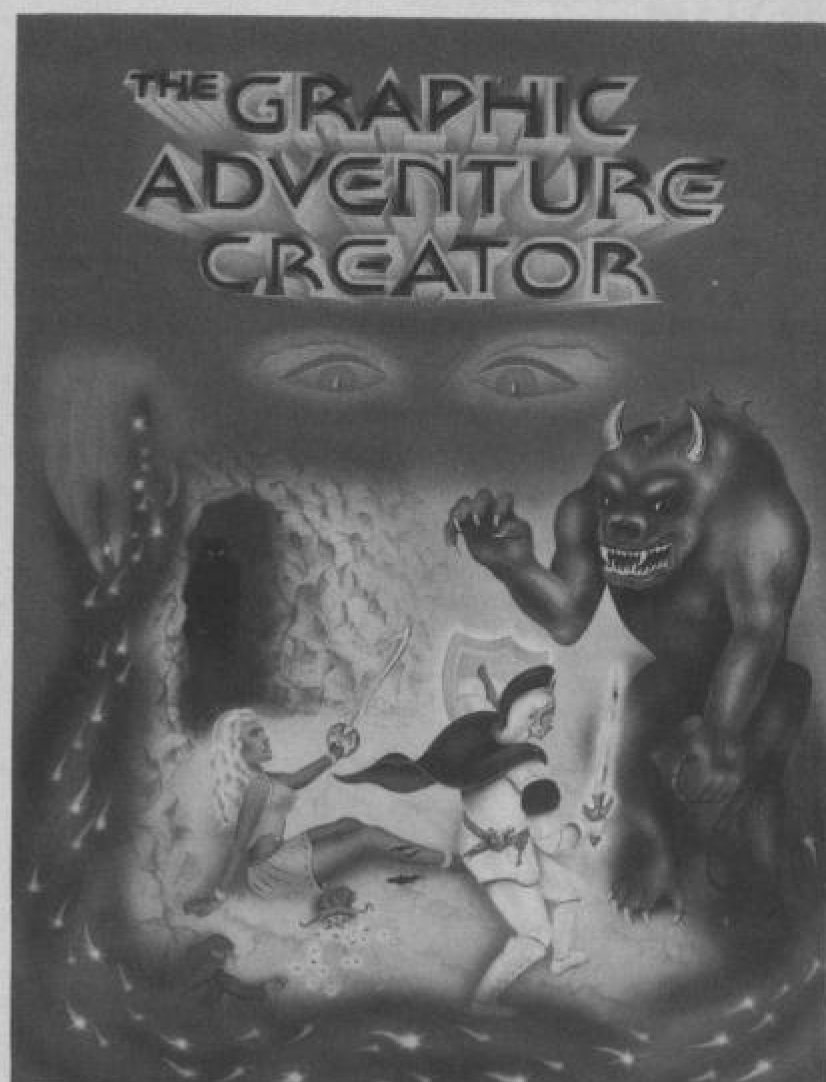
Your first job is to get passed to the receptionist. Around the corner from Castle Rathbone works a certain Tony Bridge and you must GET BRIDGE, take him to reception and WAVE BRIDGE. At that a crystal rod appears and for some reason the receptionist's eyes light up and she lets you pass.

Now you must find a copy of *YS* in a waste-bin, show this to the publisher to get a pay authorisation and give this to the Ed along with a Big Mac. You'll find the dosh to buy the BM in the accountant's safe but for that you'll need the combination which you must get from T'zer (a tricky task that involves stealing alcohol from the local off-licence) and enter the office while the accountant is out.

Other locations will include the adventure room where tapes can be loaded and spoof scenes from real adventures used as graphics on screen. You even have to escape from the Goblin's Dungeon!

Well, that's it. I hope it's given you some ideas. And remember the most important rule of all: be original. Unlike me, pinching an idea from Fergus McNeill!

Once you've written up your scenario and drawn your pics, send the whole caboodle to me, Mike Gerrard, The Great Big *GAC* Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

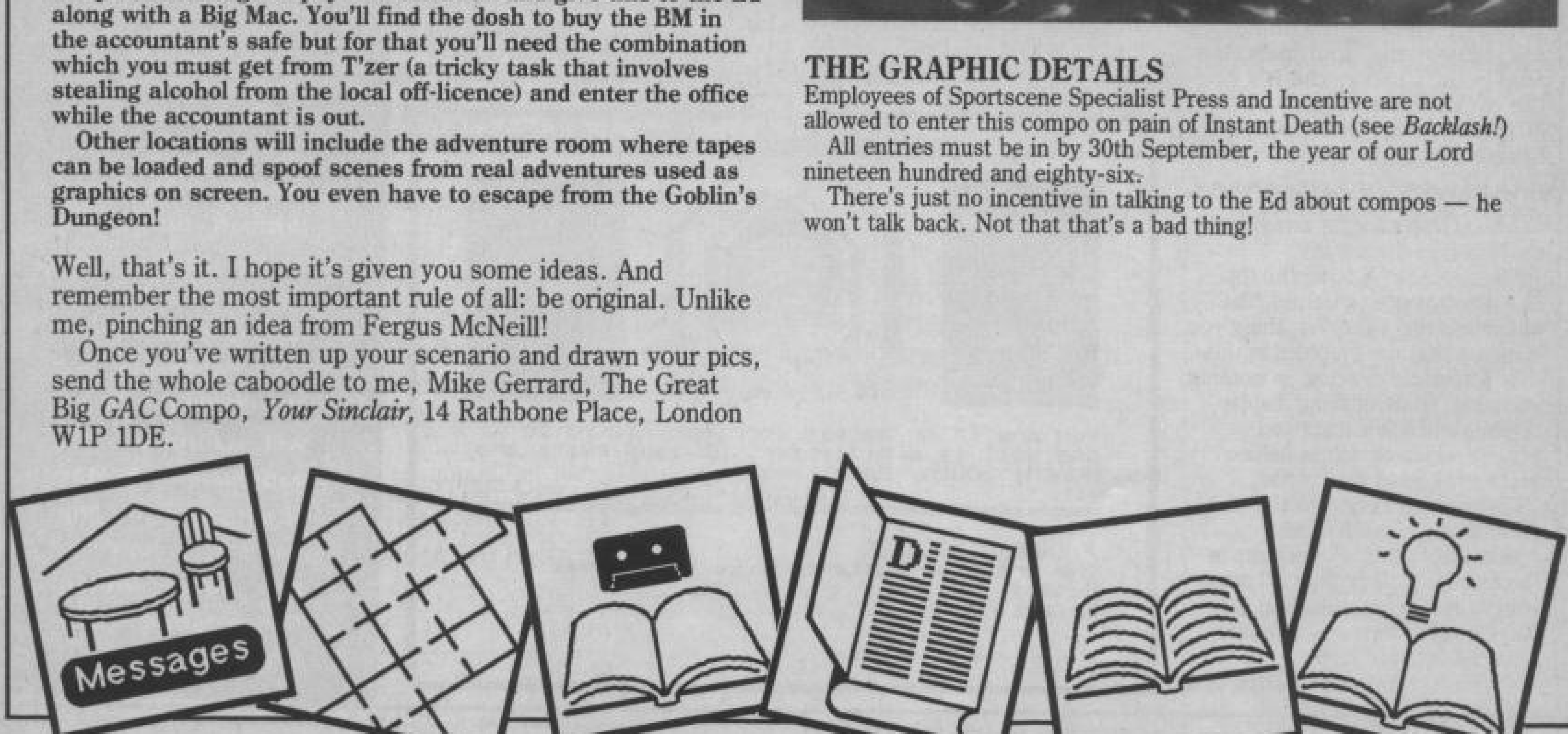


THE GRAPHIC DETAILS

Employees of Sportscene Specialist Press and Incentive are not allowed to enter this compo on pain of Instant Death (see *Backlash!*)

All entries must be in by 30th September, the year of our Lord nineteen hundred and eighty-six.

There's just no incentive in talking to the Ed about compos — he won't talk back. Not that that's a bad thing!



REBEL PLANET

Rebel Planet is the first release from Adventure Soft UK Ltd, which was recently set up by Mike Woodruffe. For the past year or two he was running the UK arm of Adventure International, best known for the Scott Adams, Questprobe and Mysterious Adventures series. Released in conjunction with US Gold, *Rebel Planet*'s based on Penguin Fighting Fantasy book number 18 by Robin Waterfield.

Wouldn't you just know it, the galaxy's in danger yet again, and who's called in to sort it all out but the ever-willing *YS* reader. Does the galaxy know the debt it owes to this fine band of mugs ... sorry, people? The problem this time is that the mighty Arcadian Empire is tightening its stranglehold on the galaxy, and this is deemed to be a pretty bad show, all things considered. Hope rests in SAROS, the earth-based Search and Research of Space organisation. But a full-scale military attack is out of the question, on the grounds that you're outnumbered and outpowered by zillions, so a solo mission is instigated, with the aim of destroying the Arcadians' queen computer, the one that controls and organises the minds of the troops. Now it's a bit unlikely that you'd be allowed to fly straight to the planet of Arcadian and ask if you can destroy their computer (even if you said 'please'), so your cover is that you're a merchant. But first you must visit the planets of Tropos and Halmarus, trying to make contact with your spies in these places while simultaneously avoiding suspicion — those Arcadians are everywhere! Your merchant ship is the Caydia, and it's on the command deck your Mission Almost Impossible begins...

The screen straight away has that familiar Adventure International look to it, the top half given over to graphics, the bottom to text. The first thing you notice is that the graphics in this first screen are moving — nothing stunning, some flashing display screens and a few stars and planets whizzing across before you as you head for Tropos.

The program also has the familiar slight carelessness reminiscent of AI — the exits in the location descriptions all come complete with a comma, so the last exit each time has a comma followed by a full stop. Elsewhere, when examination of a dispenser tells you to 'Insert card', you type INSERT CARD only to get the response: "Add a sensible object to that sentence." But card is a pretty sensible object to try to insert, surely! INSERT ACCESS CARD gets the same response, and only INSERT CARD IN DISPENSER produces the right result.

No matter, I am equipped with a limcon suit and the Caydia gives me seven locations to explore. After a while a message comes through that the ship is being followed by a UFO. To evade or not to evade, that is the question. Neither seems to have any immediate disastrous consequences, but you'll pay for a wrong move later. Always remember that you're trying to avoid suspicion.

Eventually you're told you're able to disembark, and the first problem is getting out of the ship! This kept me puzzling for a while, but it turned out that I'd had the means initially. Amazing how you're on a life or death rescue mission to save the entire galaxy, and the things you need to keep yourself alive are hidden away so you can't get at them! Who equipped this ship, that's what I want to know.

Landing on Tropos the first time saw me well and truly nicked, my possessions confiscated, and I was bunged in a cell where it seemed the only possibility was to rot slowly away. QUIT! One curiosity of the program is that you can SAVE GAME but can't directly load a saved game. The instructions tell you that "it is essential to load the program first before attempting to reload a Saved game." Not so, all you need to do is QUIT, whereupon you're whisked back to the start and given chance to restore a saved game.

I found this first section irritating, in that you had to retrace your steps again and again, starting at the beginning almost every time, slowly working out what was happening and what you could do about it.

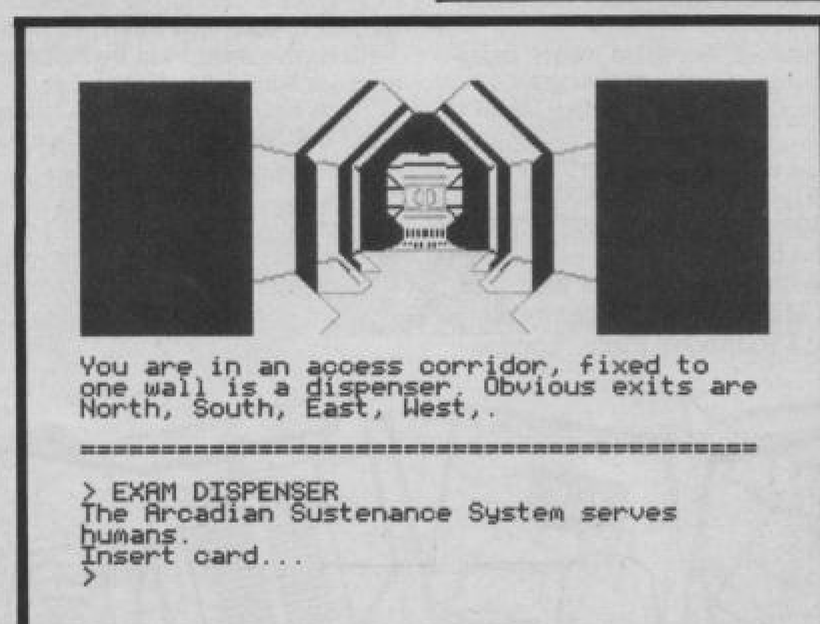
It's worth persevering with, though, as the adventure does pick up once you get through customs, as the city on Tropos opens up to you — and you'll need to do some very careful mapping because the architecture leaves something to be desired, with all the streets looking the same. The latest technology vid-phones are available, if only you knew what number to dial.

Eventually I found the well-named Trosleeze Hotel. But there's another example of irritating program design here. You don't enter the hotel by a direction, but with the command ENTER HOTEL. Once inside there are two directions you can take, east or west. I chose one, but that took me out to the street again, only this time ENTER HOTEL had no effect, so I was left wondering where the other direction would have taken me. I had to QUIT again to find out, and I wished I hadn't bothered. Yet another quick death.

In fact there were far too many deaths for my liking, and the other bits of carelessness meant that I didn't take to the game as much as I might have. Still enjoyable, and intriguing enough to keep me playing, but I don't think it's the best of debuts for Adventure Soft.

Graphics
Playability
Value for Money
Addictiveness
7

FAX BOX
Title .... **Rebel Planet**
Publisher. **Adventure Soft/US Gold**
Price **£9.95**

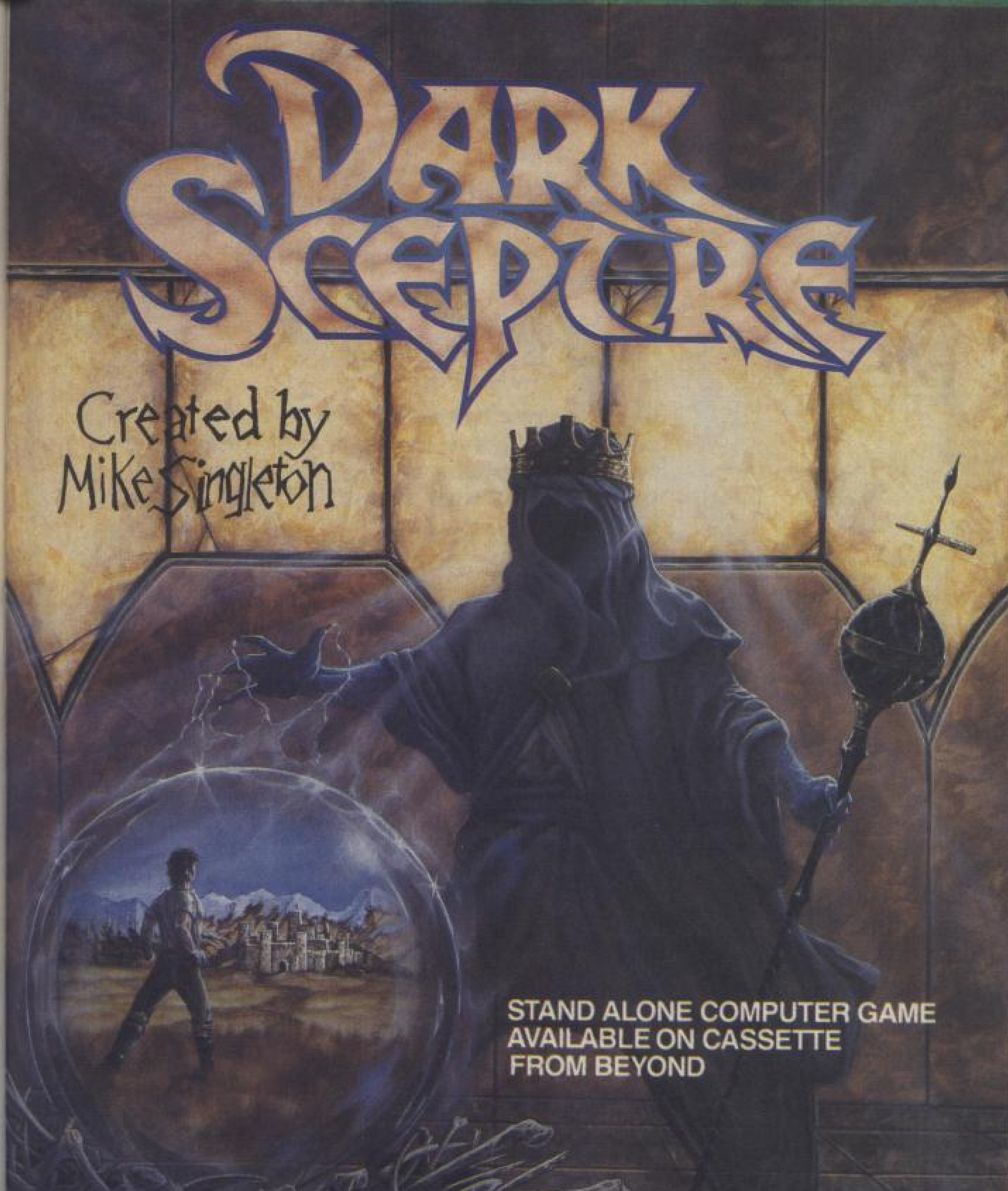


BUG OF THE MONTH

Two bugs for the price of one, this month. What more could any adventurer ask? From a bug-hunter north of the border, Tom Frost from Montrose, comes a hitch in the Wartime Germany section of Eureka:

"When in the storeroom type HELP and you are mysteriously transported to Somewhere in Germany and this allows the completion of the adventure with no need for keys, cutters, pepper or ladder, and no need to escape from the camp via the lorry and be re-captured."

And from A. Marshall of Eastwood in Notts it's... oh no, it's The NeverEnding Story. Not the one about the horse again, which this reader suffered through, but having sorted that out he flew south to the land of south, typed 'Get telescope' and Crash! (If the editor will forgive the expression). A. Marshall asks if anyone's completed this game without the program crashing on them.



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■Saga LTR 1 printer, as advertised in *Your Sinclair*, only two months old. £99 ono. Kempston E Centronics available. Tel. 01-836 9693 (daytime) or (0932) 231046 (evenings) and ask for Paul Young.
■Rotronics Wafadrive for sale with six mixed wafas, including 64K, 16K, 128K. £68 ono. VTX5000, unused with instructions, only £45 ono. Selling in order to buy a ZX Spectrum 128K. Please write to David Bridgford, 21 Oakwood Drive, Leigh, Lancashire WN7 3LX.
■48K Spectrum, Saga 1 Keyboard, Interface I, printer and five rolls of paper. Software includes *Pascal, Forth* and games. Books including *Complete ROM Disassembler*. £130 or may split. Tel. (06286) 62843.
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■ZXL Print III Interface £20. Currah MicroSpeech £10. Both still boxed, or would swop both for ZX or Alphacom printer. Tel. (0705) 451851.
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■48K Spectrum+, £50. Dk'Tronics Lightpen £10. Currah Speech £10. All with manuals, leads, software etc. Tel. (0743) 791346.
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■For sale: Spectrum 48K with Protek Interface and Quickshot joystick plus over 130 games. Would all cost £350 new, but I'm willing to sell for only £200. Tel. 041-336 4472.
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■Swop *Monty Is Innocent* for *Hypersports, Soul Of A Robot* for *Spellbound, Yie Ar Kung Fu* for *Skyfox, Valhalla* for *Enigma Force* or any two for *Lord Of The Rings, Elite* or *Tomahawk*. Write to David Lord, 4 Blucher Terrace, Blucher, Newcastle upon Tyne NE15 9SD.
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■Swop *Strangeloop, Scuba Dive, Booty, Zip Zap, Missile Defence, Blue Thunder, Chuckie Egg* for *Glass, Gyroscope, Spy Hunter, Rambo*. Write to Jason Taylor, 55 Lingfield View, Moortown, Leeds LS17 6DA.
■Swop my *Zoids, Spellbound, Journey's End* and *Everyone's A Wally* for your *Quill* and *Illustrator* with full instructions. Write to Martyn Crabtree, 49 Marlowe Road, Herringthorpe, Rotherham, S Yorks.
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■Swop *Mikie* or *Yie Ar Kung Fu* for *Beach Head II* or *Gladiator*, or swop two or two. Tel. (0933) 316432 and ask for Anthony.
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■Swop *Manic Miner, Blade Alley, Bubble Buster, Krakatoa, Lunar Jetman* for *Zoids* and *Gunfright* or *West Bank* and *Gunfright* or *West Bank* and *Zoids*. Tel. 01-640 0974 and ask for Paul.
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■Swop Dk'Tronics light pen, Interface II, Currah Speech for AMX mouse or Sinclair Interface I and microdrive. Must be in working order. Tel. (0367) 52437 and ask for David.

■Sinclair B/W pocket TV. Will swop for Currah MicroSpeech, *Elite*, *Winter Games* in good condition. Write to V Whalley, 98 Royden Road, Billinge, Nr Wigan, Lancs WN5 5LP.

■Help! Can anyone tell me how to complete *Robin Of The Wood*? I just keep going round in circles getting nowhere. Iain Hammond, 63 Cromwell Road, Ware, Herts SG12 7LA.

■*Quill* and *Illustrator*. Will swop *Monty On The Run*, *Sir Fred*, *Panzadrome*, *Thunderbirds* and *Tau Ceti*. Hello to Daniel, Mark, Lambo, Robin, Wardy, Tony (Plus 4; AGH!) and Nick Annies!

■Wanted — your old ZX printer. Will swop *Elite* and Kempston interface. Printer must have at least two rolls of paper and be in fair condition. Peter Moustafa, 6 South Croft, Askham, Newark, Notts NG22 0RN.

■Wanted — *Way Of The Tiger* or *Movie*. Will swop for *Mikie* or *Yie Ar Kung F*. Tel. Middlesborough 827103.

■Will someone please take my ZX80 off my hands. I will pay postage. It includes *Programming Is Fun* booklet, commercial software and ZX80 mags. Please tel. (0934) 416258 and ask for Alistair.

■Wanted — SpecDrum synthesiser and Slomo. Will swop for three volumes of Input worth over £50. I also want a sound sampler and a Comcon Interface. Will swop for a MicroSpeech. Tel. 061-368 6681.

■Publisher/software house sought by budding adventure writer. Two part-tested SF adventures, several part-written ones and a multitude of ideas. Moderate proficiency Z80 Assembler. Any offers? Tel. (0780) 56119 and ask for Gerald Kellett.

■Wanted — a professional keyboard ie Saga 1 Emperor, Lo-Profile or Dk'Tronic considered. £20 available. Tel. (0980) 33371 extn 5435 and ask for Mike Marshall during office hours only.

■Wanted — *V* by Ocean. Will swop for *They Sold A Million*. Write to P Dale, 15 Cotswold Way, Tilehurst, Reading.

■Wanted — AMX mouse. Must be in vgc. Will swop for *Gunfright*, *Bombjack*, *Cyberun*, *Elite*, *Saboteur*, *Spitfire 40*, *V* and *Fairlight*. Tel. Formby 77892 outside school hours and ask for Richard.

■Will swop £160 twin recording Sony Walkman plus ZX Spectrum 48K with Saga 1 Keyboard for a ZX Spectrum 128. Write to Craig Eades, 23 Kilton Place, Pitsmoor, Sheffield S3 9LW.

■Currah MicroSpeech wanted for a deaf student. Will swop for a DK'Tronics light pen. Write to R Young, 79 Manton Road, Abbey Wood, London SE2 0JD.

■Please can anyone help me with *Murder At The Manor*? I'm stuck in the sand pit. Miss D Thompson, 96 Symonds Road, Preston PR2 3DJ.

■Please — has anyone got POKEs for *Manic Miner*? Tel. Julian on (0980) 862611.

■I urgently need *Quill* and *Illustrator*. Will swop for Dk'Tronics 3-channel sound synthesiser plus *Hypersports* or *Brian Bloodaxe*. Write now to Gary Webster, 4 Wistaston Road, Willaston, Nantwich, Cheshire.

■Little beggar wants a printer for next to nothing. Anything gratefully received. (Local charity group use, so tax concessions to any printer firms who read this). Please tel. (0203) 314537.

■Wanted — Currah MicroSpeech. Will swop for *Gift From The Gods*, *Hunchback II*, *Pedro*, *Ski Star 2000* and *Nonterraqueous*. Please write to Michael Monaghan, 12 Pineview Rise, Aylesbury, Tallaght, Dublin 24, Ireland.

■Wanted — *Quill* and *Illustrator* or *GAC*. Will swop for *Falcon Patrol II*, *Hellfire*, *Transformers*, *Saboteur*, *Exploding Fist*, *A Day In The Life*, *World Cup Football*. Write to Ronen Botzer, 36 Debora Street, Kiryat Motzkin, 26362 Israel.

■Wanted: ZX Interface 1. Will swop for Turbo Ace joystick interface and *Cauldron*, *Wizard's Lair*, *Confuzion*, *Blue Thunder*, *Sweevo's World* and *Green Beret*. Write to K Gourlay, 45 Fenwick Place, Whitefield, Dundee, Scotland.

■Printer for Spectrum. Will swop for light pen and recent software, eg *White Lightning*, *Hurg*, *Starstrike II*, *Dark Star* etc. Tel. Bognor Regis 836996 evenings.

■Will swop 13 48K Spectrum games including *Max Headroom*, *Knightlore*, *Psytraxx* and magazines for a microdrive with cartridges or a printer with paper. If you're interested, tel. Preston 616423 after 5pm

■48K Spectrum or a Spectrum+. Will pay £50 if I get any offers. Tel. Westhoughton 812762.

■Wanted — any light pen. Will swop for *Spy Vs Spy*, *Dun Darach*, *Glass* and *Graham Gooch's Cricket*. Tel (0903) 503910 after 4pm and ask for James.

PEN PALS

■I am 15 and want a penpal (female) of the same age to swop games, hints, tips etc. All letters will be answered. Send photos if you can. Steven Wood, 46 Balmoral Road, Pemberton, Wigan, Lancs WN5 9EN.

■I am seeking a personage of the feminine gender to have intelligent intercourse with. Must have firm plans for adulthood and be around my age (14). Psychology lovers are favoured. Write to Alan Bigham, 13 Woodbank Road, Crosshouse, Ayrshire, Scotland.

■27-year old Spectrum human interface requires digital or analogue data exchange with other I/O devices. Female edge connector preferred. Letters and tapes to David Humphreys, 26 Chadwick Road, Eccles, Manchester M30 0WP.

■I am 13 and would like a penpal of the same age to swop games, tips and POKEs. Don't mind if it's a boy or a girl, but preferably someone guaranteed to reply regularly. Send your list of games and a photo to Rich Finlay, 88 Nelson Way, Bilton, Rugby, Warwickshire CV22 7LF.

■Hi Speccy owners. I am looking for a penpal to swop games, hints, tips and POKEs for the Speccy. Write to Gray Eden, 44 Bramwell Street, Parr, St Helens, Merseyside WA9 2DL.

■Penpal wanted — must be French. Swop games and hints. Write to Scott Duthie, 6 Alness Crescent, Fraserburgh, Aberdeenshire, Scotland.

■I am 11 and would like a male penpal of the same age to swop POKEs, maps etc. Jonathan Cole, 13 Laski Court, Dalton Close, Broadfield, Crawley, W Sussex.

■Unattached, attractive, female penpal wanted, aged15+. I'm into pop music and football. Please include photo. John Arthur, 43 Paddockhurst Road, Gossops Green, Crawley, W Sussex.

■Adventurer wanted — 21 plus. Brian Greet, 12 Valley View, Wadebridge, Cornwall.

■Male or female penpal wanted, aged between 12 and 15, to swop games, POKEs and tips. Write to Anna Jackson, Llys Deri, Bryn Goodman, Ruthin, Clwyd, N Wales LL15 1EL.

■Penpal of any age wanted to swop games, tips etc. Please send list. All letters answered. Euan Terras, 9 Leslie Terrace, Prestwick, Ayrshire, Scotland.

■OK mortals! Any of you out there who are keen on adventures and arcade/adventures? Then write to J Durrant, Willow Farm, Lingwood Road, Blofield, Norwich, Norfolk NR13 4LL if you dare.

■Wanted: attractive English female penpal aged 16, to swop hints, POKEs etc with a handsome male of 16. Please send a photograph. Preferably someone who lives in the area of Suffolk. Kevin Smith, 9 Capel Close, Troston, Bury St Edmunds, Suffolk IP31 1EP.

■13-year old male seeks male penpal of similar age to swop software, POKEs etc. Write to Andrew Barker, 4 Homefield, Thornbury, Avon BS12 2EW.

■I'm 17, female and would like penpals anywhere, especially France. I love music (especially U2), sport, computers, photography, travelling and writing letters. I will reply to all letters. Write to Judy Butler, Hillview, Ardattin, Co Carlow, Ireland.

■Any interesting male Speccy owners want to correspond with a female Speccy owner who has a great sense of humour? If so, please write to Debbie Morgan, 2 Deneway Mews, Heaton Norris, Stockport SK4 2JA. Please send a photo.

■I'm 14 and would like some penpals of about the same age to swop games and hints. I will answer all letters. Please write to Michael Harby, Lomas Cottage, Litton, Nr Tideswell, Buxton, Derbyshire.

■I am 13 and I would very much like a penpal, male or female, to swop games and POKEs etc. I am interested in football as well. Any nationality — all letters will be answered. Write to Anthony Tiernan, 442 Bath Road, Hounslow, Middlesex, TW4 7RP.

■Speccy owner, male or female, aged 11 to 13, to swop games, POKEs, hints and tips. I'm good at Basic and bewildered by machine code. Write to David Yardy, 98 Frilsham Way, Allesley Park, Coventry CV5 9LR.

■I am 10 and would like a foreign penpal roughly my age. I have about 35 games to swop and would like to swop POKEs as well. Roderick Begbie, Mains House, Tillicoultry, Clackmannanshire, Scotland FK13 6PQ.

■At 32 I'm more senile than Dave Burns (*YS* — June). I would like to communicate and help other key bashers of similar ripe old age! Write to Paul Murphy, 87 Selwyn Street, Kirkdale, Liverpool L4 3TN.

■Aussie Spectrum owner aged 15 wants a penpal around the same age to swop letters, games and tips. Must hate Commodores *(Don't we all? Ed)*. Write to Peter Pezet, PO Box 19, Atherton, Queensland, Australia.

■Are you rubbish at games, okay at programming, female aged about 16 and living outside the UK? Yes? Then write to Paul Brownlow, 81 Breamar Road, Olton, Solihull B92 8BS.

■I am 12 years old and would like a male or female penpal from the USA or France of the same age as me. Please write to Stephen Day, 4 Brumby Crescent, Waddington, Lincoln LN5 9QQ.

■Female penpal wanted. Must be 15+ and interested in sport, music and other things. Write now with photo. Martin Weller, 5 Eldart Close, Tilehurst, Reading, Berks.

■16-year old boy seeks male or female penpal. Must be a mad adventurer, as well as an arcader. I want to swop hints and games. Write to D Elliot, Upper Metherell, Beaworthy, Devon.

■Hello all you 18-24 year old males. Female Spectrum fan seeks 18+ fellow Speccy users (males). Write soon to Michelle Wynne, 21 Bleatarn, Heaviley, Stockport SK1 4NP.

■Penpal wanted to swop games and views. I have over 400 games. I love strategy and simulations. I'm 20 years old and male. Niclas Tag, Radhusgatan 42, 68620 Jakobstad 2, Finland.

■Bored Speccy male needs a penpal. I am 18 and have approx. 60 programs to swop. I would prefer a female. Software includes *BM Boxing*, *Tomahawk*, *Exploding Fist* etc. Mark Seckham, EC and P Flight, Royal Air Force Wyton, Huntingdon, Cambs PE17 2EA.

■Is anyone out there able to help an aging (29) Speccy user with any hints, playing tips and possibly swop programs. Please help before the loony van arrives. Aaarrgh! Allan Guest, 24 Rivington Crescent, Fegg-Hayes, Stoke on Trent, Staffs ST6 6RD.

■15-year old female seeks a male penpal 15-18 whose interests include music, having fun and computers. Please send a photo. Write to Karen Riley, 200B Broughty Ferry Road, Dundee, Scotland.

■I'm 13 and need a 128K Spectrum penpal who's interested in all games to swop hints, tips, POKEs and games. Male or female. Write to Alex Lockwood, 76 Woodside Green, South Norwood, London SE25 5EU.

■Penpals wanted to swop software, tips etc. Preferably with a microdrive but not essential. Send your list to Ian Bryer, J14 Kenneth Holmes Hall, PO Box 158, Rawson Street, Leicester.

■Intelligent 15-year old male seeks female penpal of same age. I love most computer games, music, sport and the occult. Write to Jez Stewart, 5 Goldington Avenue, Bedford, Beds.

■Penpal wanted. Must be female and over 15, under 65. I'm 17, enjoy sport, girls and fun. Quick, write to Stevo, 51 Willow Crescent, Sutton in Ashfield, Notts NG17 2GA.

■Penpal wanted to swop games. Fast and guaranteed reply for all letters received. Send your list for mine to Francois Bernardi, Residense Des Graviers, Batiment 1Q, 94190 Villeneuve St Georges, France.

■Computer crazed male 'edbanger wishes to write to female 'edbanger. If anybody out there is still alive write to Darren, 2 Church Farm Cottages, Church Lane, Silk Willoughby, Sleaford, Lincs.

■I'm 14 and would like male or female penpals of similar age. Write to Catherine Moss, The Grey House, South End, South Ferriby, South Humberside.

■16-year old guy wants female Speccy owning penpal. Interested in music, computing, electronics etc. Please write to Bill Ruys, 5 McClintock Street, Whau Valley, Whangarei, New Zealand.

■18-year old Speccy owner seeking penpals for tips and new contacts. Write to Joe, 16 Mumford Place, Chichester, W Sussex PO19 2BG.

■I am 14 and want a male or female penpal to swop games, programs, listings and hints. Write to Christopher Evans, 30 Beresford Road, Chandlers Ford, Hampshire SO5 2LY.

■Desperately seeking a 14-year old attractive female Spectrum owner. If possible, please send a photo. Write to Vincent Robson, 58 Crooksbury Road, Runfold, Farnham, Surrey, GU10 1QD.

MESSAGES, CLUBS & EVENTS

■Hi to all friends back home: Marty, Dave, Andy, Steve, Jennifer. Special love to Liisa in Miami. On vacation in Scotland. Back soon. Love to all, Paul.

■Hey Mum!! I'm in a magazine. Blue skies to all parachuters in the world. Love from me and my Speccy. Bo Ramsing, Ostergade 63. Vaer 18, 6270 Jonder, Denmark.

■The ZX Spectrum Users Group Australia publishes a monthly 40 page magazine covering all areas of Spectrum computing. The number one club for Spectrum owners around the world! For more information, write to 85 Collins Road, St Ives, 2075 New South Wales, Australia.

■Lost in *Rambo*? For an accurate map send an sae and 50p to Paul McCartan, 90 Roselawn, Tramore, Co Waterford, Ireland.

■Oh look babes — it's a stranded whale — love Tony. Power to your Spectrum.

■Software Exchange Club. Swop all your used titles for some new ones! For details send an sae to 72 Silverston Way, Stanmore, Middlesex HA7 4HR.

■Von Sorley's Panzers have reached their destination. Warning to all mothers — keep your daughters locked up! Does McFarlane really fancy Miss McCudden? Alison is stretching it. *(And so are you — stretching my credibility, that is. Ed)*.

■Lesley Carter of Wallasey. Whilst tidying up I lost your address. This is why the tape I should have sent is still here. Write now, sexybum. We miss ya. Dave.

■Has anyone got a cheat mode or a POKE to get infinite sanity on *That's The Spirit*? And also a POKE for infinite air and energy. Also the whole solution for *Astro Clone*? Paul Scott, 76a Field Road, Forest Gate, London E9 9DL.

■There was a young lad called Crumpet, Who liked to watch Flumpits, One day in bed, He woke up and said, "My nose is as big as a trumpet". Signed Rico and Co. Rico and the Clangers, Somewhere in the north-east, Geordie Land, Langley Park (near London) CR1 1AP *(Does anyone understand this? Ed)*.

■Hi! Any young Spectrum humans out there want to join a brand new computer club? For more details send an sae to K Jarman, 18 Poplar Close, Biggleswade SG18 0EW.

■Hello Stuart, hello Glenn, hello Rachel, hello Ben. Hi Tracie, how is Pod? Better say hi to Jo! Good luck everyone with your English Lit. From Bruce and Simon.

■Bulletin board run on a Spectrum and disk system for Spectrum users. Micron standard-type software needed to access it. Tel. (0226) 202825 any night between 9 and 11pm only.

■Well done in the recent Freight Rover, Bristol City — future Third Division champs. What happened to Bristol Rovers? Swindon will go back down. David White, 58 Mountbatten Close, Yate, Bristol.

■Have you got a Multiface 1? Are you interested in starting a club to swop hacking tips/hints etc for it? If so write to Kevin Wallace, 30 Rufford Road, Edwinstowe, Mansfield, Notts NG21 9HY.

■Hi to Burnett, Buyers, Nicol, Pattabum, Oggy, Marky, Bood, Keithy, Bert, Wog, Gogs, Christophe, Ba, Aileen, Marianne, David, Steve, Andy, Cousar, Morgan, Callum, Lynda, Ma, and Da from Mr Seany.

■Maps, maps, maps, maps, maps, maps, for sale. We have over thirty different maps of arcade/adventure and adventure etc. Send an sae for full list to Simon Richards, 66 Westelands Road, Wadebridge, Cornwall PL27 7EU.

■Robin Hood likes *Jet Set Willy* and round plastic thingummy bobs. *(Don't we all? Ed)*. How much though?

■I am running a free penpal service. Just send me, with an sae, details about yourself and the people you want to write to (I am just starting out, so please help me out). Write to RFPPS, Dolphins, Lodge Lane, Prestwood, Gt Missenden, Bucks.

■Michael West, lost your address. Please write to Steven Hayward, 29 Henwood Road, Compton, Wolverhampton, West Midlands WV6 8PQ. I have restarted machine code programming.

■Help! Any tips for *The Hobbit*, please. Write to B Davies-Patrick, Fieldway, Earle Drive, Parkgate, South Wirral L64 6RY.

■Andrew Davies. have you finished with my tape yet? From Billy the Grember. Good luck with moving house Mick. Niall, don't buy a Commodore, a Speccy 128 is better, honest. *(How true, how true. Ed)*.

■Programmers! Do you live in the Littleover area of Derby? If so, and if you are a competent machine code programmer, then call me on Derby 765954 now! Graphics artists are also needed.

■Hello Jim, Tam, Wullie, Prawn, Ashie, Heedie, Andy. Happy Birthday Jim and Tam. Get some new games quick! Leave the computer, exams are here. Long live Crüe and Speccies. Budgie.

■Have you ever written a brilliant game? Let our club test it for you. Every member will play it. You'll benefit financially if it's a smash hit. Send an sae to us at 3 Maindy Grove, Ton Pentre, Rhondda, Mid Glamorgan CF41 7EY.

■I am an unemployed Speccy fan. Sadly money is short and any unwanted Spectrum games would be appreciated. Please write to David Holt, 31 Intake Crescent, Dodworth, Nr Barnsley, S Yorks.

■Hi, Mrs Kelly's class. Peter, don't call me Hedghog. Matthew is a twit! Bye fans. Yours, Spike. PS I luv GR.

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›KICK BUCKET
You kick the bucket
›LIGHT CANDLE
The candle lights first time. Briefly, in its warm glow, you see the word **DYNAMITE** *written on the side.*
›OPEN DOOR
The heavy oaken door is stuck fast. You pull harder. It comes off its hinges and flattens you.
›NORTH
You turn the corner and step inside an Iron Maiden. As you turn around to get out, a gentle breeze slams the door firmly shut.
›OKAY, SOUTH
You turn the corner and step inside an Iron Maiden concert. As you turn around to get out, a denim-clad usher drags you to a front-row seat and chains you to it.
›STROKE GERBIL
The gerbil purrs gently. And then suddenly shoots up your trouser leg and eats you alive.
›OPEN BARREL
A thick black syrup oozes from the tap. It tastes familiar. Suddenly, the barrel bursts open and Marmite starts pouring into the room. In vain, you try to reach the door but your feet are sticking to the ground.

You suffocate slowly as you sink in the thick, black sludge. Glory, glory, what a hell of a way to die. Glory, glory, what a hell of a way to die. Glory, gloreee, what a hell of a way to die... And I ain't gonna play no more.

Because if you happen to be one of the dedicated cult that's played any one of millions of adventures, you won't find these deaths at all remarkable. The gerbil example is tame by comparison with the gory and unexpected endings you meet in real games.

Spectrum adventure programmers of the world unite to announce a completely unoriginal and tedious concept in adventuring: Instant Death.

Yep folks, Speccy adventure games bring a whole new meaning to the phrase "One move and you're dead..."

Wherever you turn, it's like the man said: Instant Death is gonna get you. And it'll be the death of the adventure game too. Because spending hours on a game where you could lose everything purely by chance on your next go is about as pleasant as drowning in strawberry yoghurt.

Indeed, if you've got this far, you've probably already got a reputation as the sort of weirdo who gets a kick out of dying. Because most people are so sick of Instant Death that they'll have switched off their *YS* the moment they suspected this column had anything whatsoever to do with adventures...

Can you imagine what films and books would be like if they were like adventure games?

You know, Marty McFly leaps into the dotty doc's De Lorean time machine, hits the accelerator and it explodes. End of film, time for an ice-cream.

Or James Bond gets carried away with the title music, minces to the middle of the screen and turns to fire his PPK right at you. And then walks straight into a lampost and cracks his skull open.

The gerbil shoots up your trouser leg...

There's no way ET could know about zebra crossings. So after that touching start, how come the little rubbery lump of plasticine wasn't rubbed flat by a passing BJ and the Bear as he wandered through downtown KitchVille?

Why do Captain James T. Kirk and his enterprising crew never ever beam down into the middle of a brick wall?

Ask yourself, did the guys in Journey To The Centre Of The Earth even once forget to switch their lamps on?

...it's as pleasant as drowning in strawberry yoghurt.

Come off it! Instant Death is only fun if you happen to be a cartoon character.

The good adventure games are those where you can wander round in reasonable safety. Where you get the odd warning sign (just before it falls over and crushes you to death). Ones where you seem to lead a charmed life. Just like in the movies.

But there ain't that many of them around.

And it isn't even some great megabrained technical problem. Because adventure programming is pretty trivial these days. Most adventures are based on the same old code that's worn to death. (In fact, if you tied the listing to both sides of a ravine and used it as a bridge, it would snap in two and plunge you into the abyss ...)

Valhalla, The Hobbit, Lords Of Midnight, etc ... might have pushed adventure technology a little bit further ahead. But few of them have made the giant leap that will stop adventures being Computer Adventures and turn them into Computer Thrillers.

It's a problem of games design. It's all too easy to think that an adventure consists of a map, a bunch of objects, a handful of puzzles and about 101 unpleasant ways to meet your maker. And much easier to churn out the program.

No-one seems to want to put the time and trouble into writing an adventure that is really playable, completeable and — above all else — enjoyable.

Arcade games are another story. No they're not — they're the same story. We seem to have been stuck with five or six different games for years now. But at least a quick change of sprites and scenery, the odd new twist and maybe a film tie-in make arcade games ... well, playable, completeable and — above all else — enjoyable.

I'm not against adventures. On the contrary, I'd really like to be an adventure freak. I'd like a list of completed games as long as my arm. Because the potential is great. Because adventure games are an incredible medium and can be utterly addictive. And very, very rewarding.

But at the moment, it's more fun wearing a balaclava backwards and taking a stroll down the fast lane of the M6. And it's a hell of a lot safer ...

Editor Kevin Cox; **Art Editor** Martin Dixon; **Deputy Editor** Teresa Maughan; **Production Editor** Sara Biggs; **Designer** Caroline Clayton; **Imperial Staff Writer** Phil South; **Technical Consultant** Peter Shaw; **Editorial Consultant** Andrew Pennell; **Contributors** Steve Adams, Luke C., Mike Gerrard, Ian Hoare, Gwyn Hughes, Max Phillips, Rick Robson, Rachael Smith, Chris Wood; **Advertisement Manager** Mark Salmon; **Advertisement Executive** Julian Harriott; **Production Managers** Sonia Hunt and Judith Middleton; **Publisher** Roger Munford; **Publishing Director** Stephen England; **Published by** Sportscene Specialist Press Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone (all departments)** 01-631 1433. **Telex** 8954139 BunchG. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web Offset, St Austell, Cornwall; **Distribution** Seymour Press, 334 Brixton Road, London SW9. Telephone 01-733 4444. *Your Sinclair* is a monthly publication.

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